Clearing

Agenda

- Planning considerations
- Clearing techniques for single and multiple room entry
- Hallways and intersections

Squad Organization

- Assault element:
  - Consists of one fire team
- Support and Security Elements
  - One fire team
  - Squad leader
  - Attached weapons

Assault Element Organization

- Clearing team
  - Rifleman
  - Grenadier
- Cover team
  - Automatic rifleman
  - Team leader

Support/Security Element Organization

Support/Security

- One fire team
- Squad leader
- Attached weapons

NOTE: All fire teams must be able to assume the assault when needed.

General Principles: Clear Top-Down

- Clear from the top down
  - Gravity will add to momentum
  - When forced up, an enemy has no way to escape
    - Forces him to fight not flee
  - Use supporting arms when enemy forced into open areas
- When entering low:
  - Clear, move up, then clear down

General Principles:
Speed, Grenades, Patterns

- GET IN FAST
- Avoid silhouetting
- Use grenades when available
  - ROE permitting
  - Building construction permitting
- Avoid clearing patterns
  - Vary means and direction of entry whenever possible

Planning Considerations (1of2)

- Determine the point of entry
- Use of verbal / visual signals
- Use of hand grenades and demolitions
- Resupply
  - High rate of consumption
  - Need to cross load ammunition and equipment
    - Due to weight/fatigue factors

Planning Considerations (2of2)

- Order of room clearing
- Method of clearing
- Means to reinforce elements
- Means for marking rooms
- Casualty handling procedures
  - Friendly
  - Enemy
- Consolidation / reorganization

Planning Factors

1. Method of entry
2. Number of men clearing rooms
3. Positioning of men with respect to the opening
4. Assumed room characteristics
   - “Reading the room”

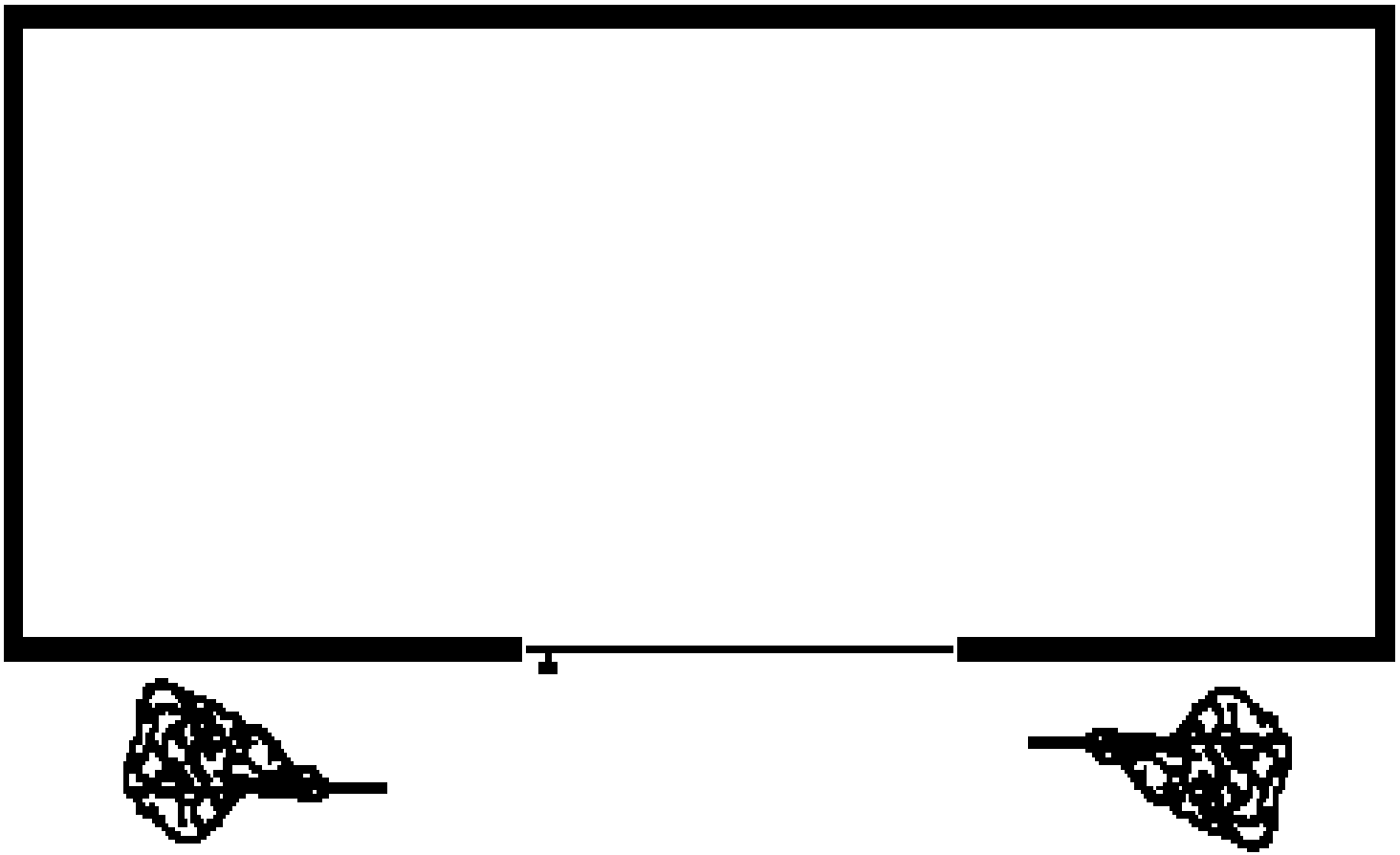
Room Entry Positions

Two methods

- Split position
- Stacked position

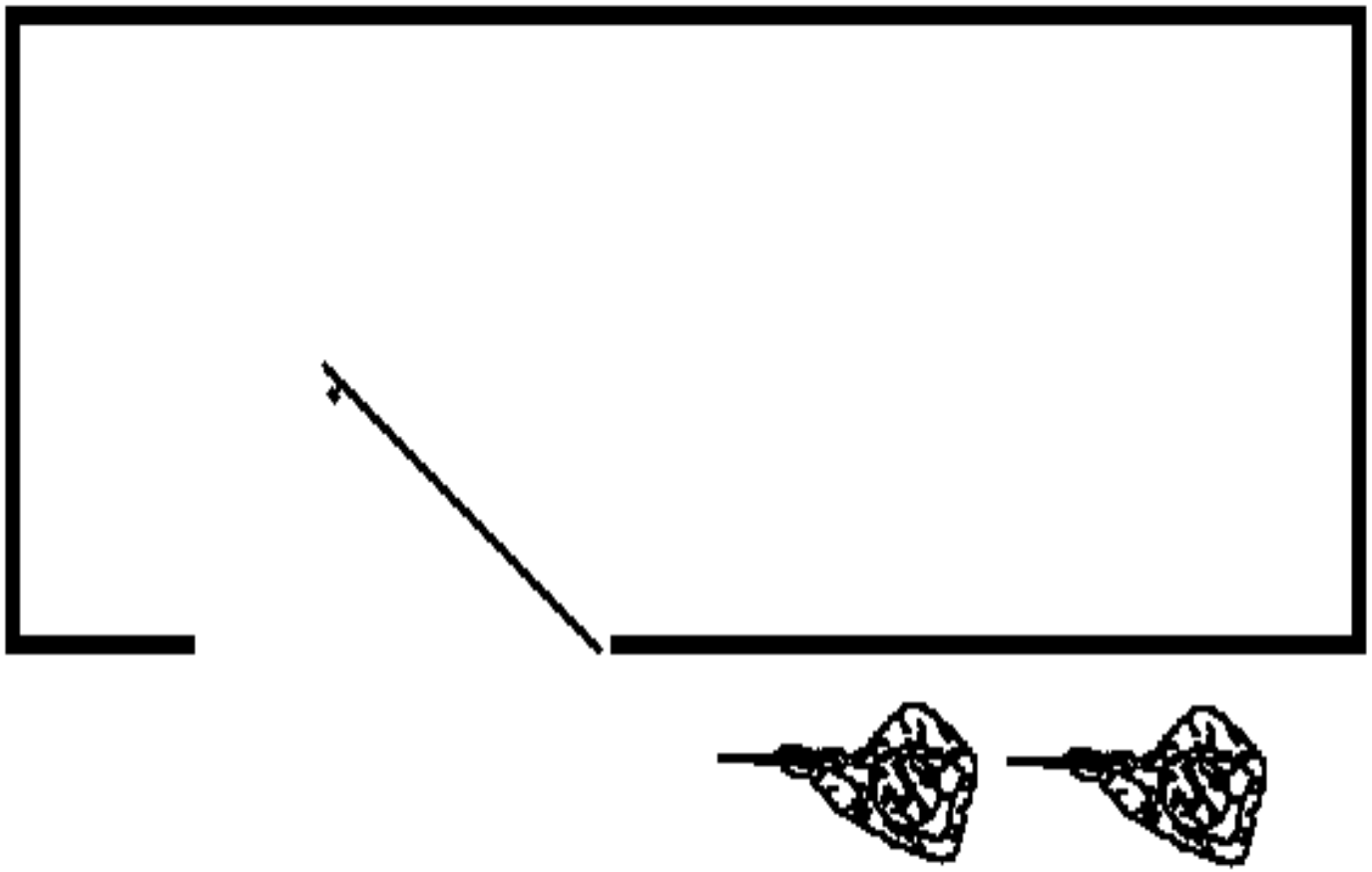
Room Entry Positions

SPLIT POSITION



Room Entry Positions

STACKED POSITION

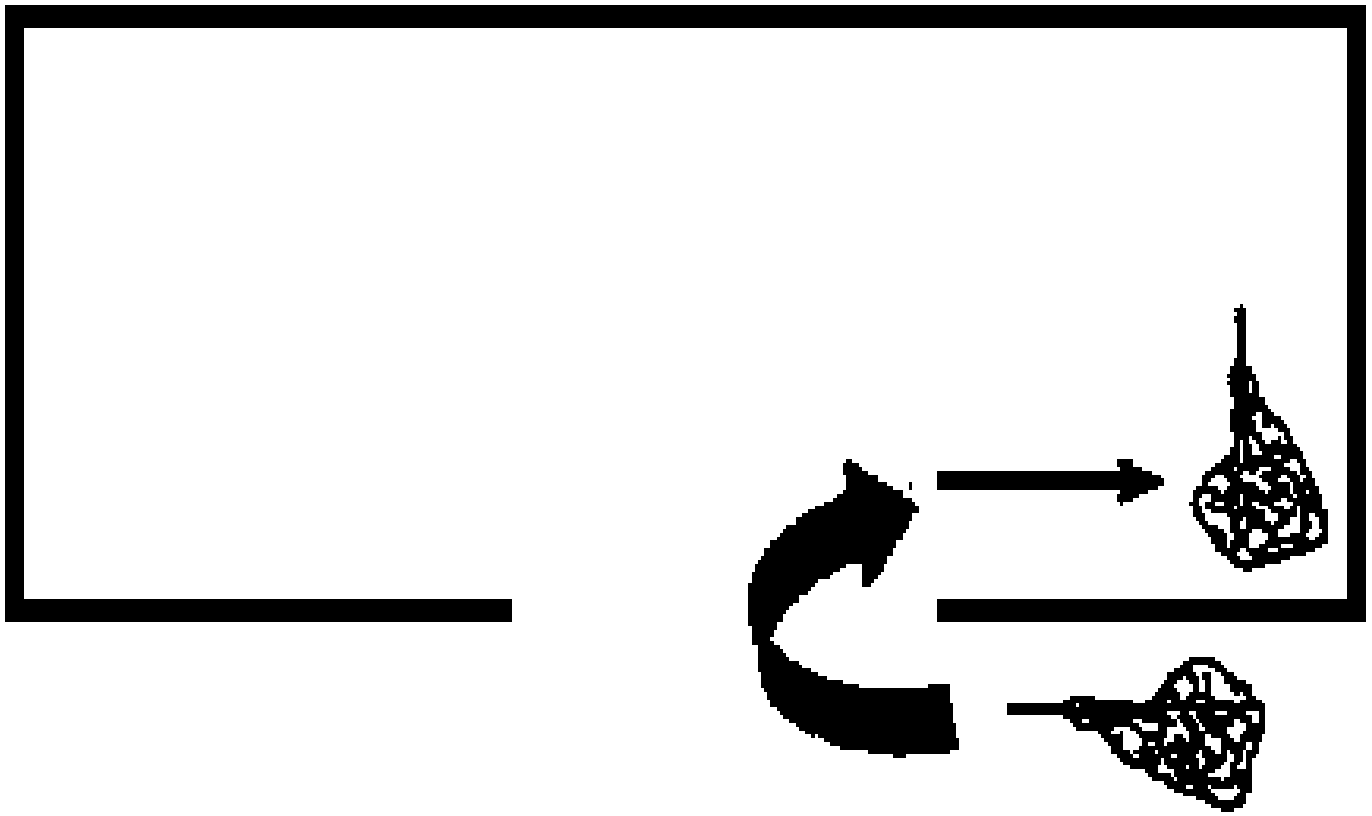


Crossing the Threshold

- Four methods are:
  - Buttonhook
  - Cross
  - Limited penetration
  - Straight entry

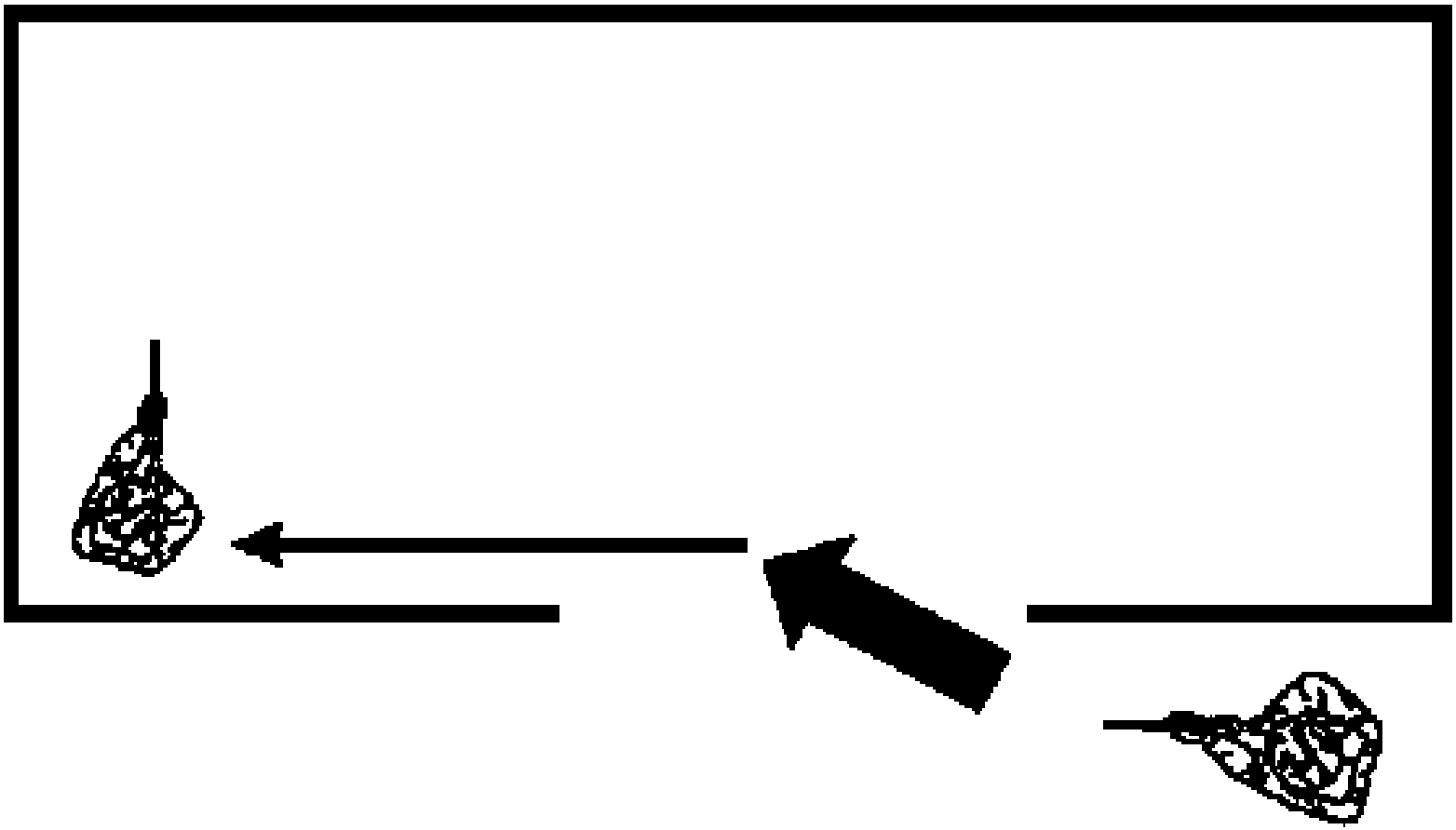
Crossing the Threshold

BUTTONHOOK



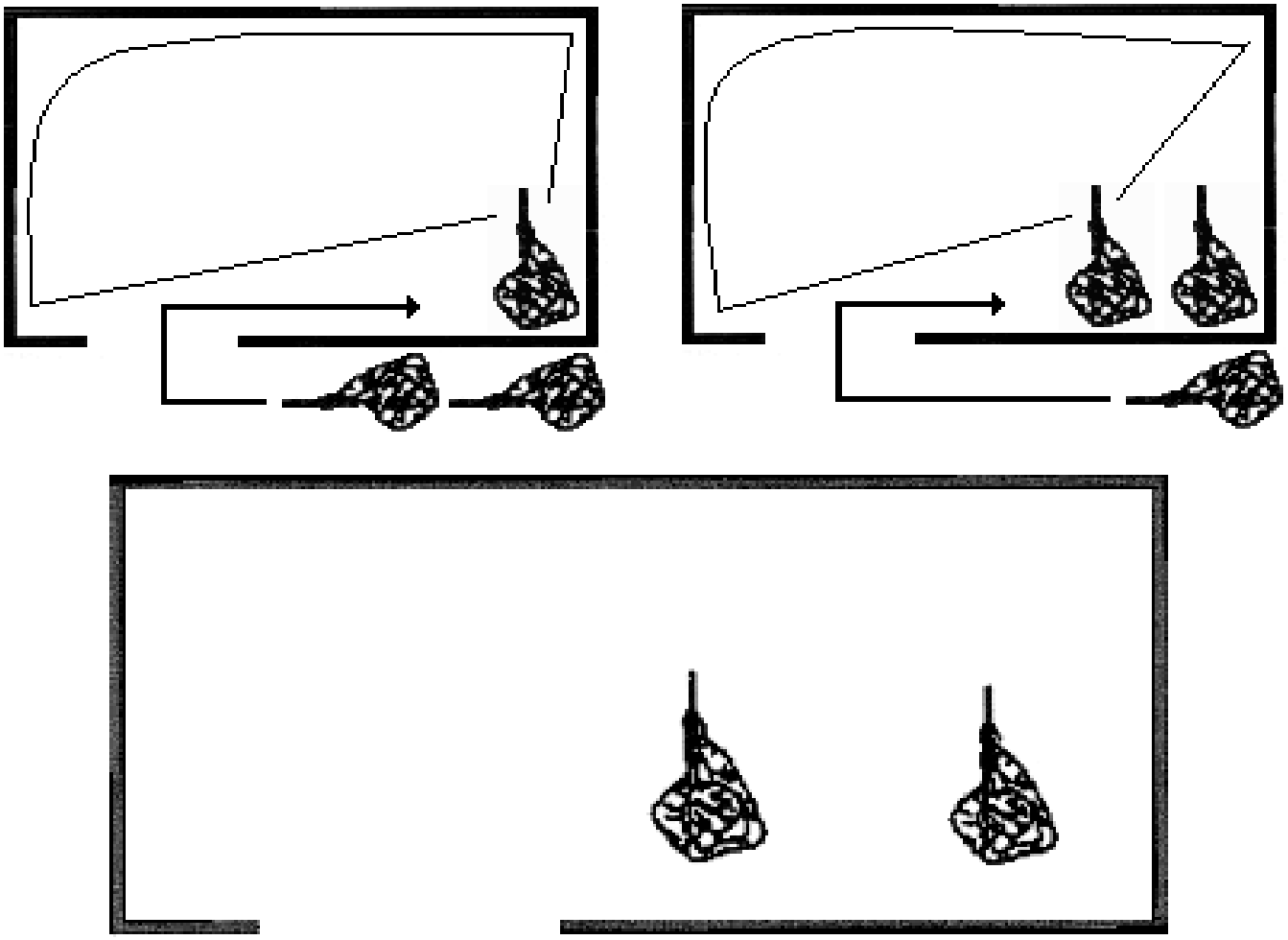
Crossing the Threshold

CROSS



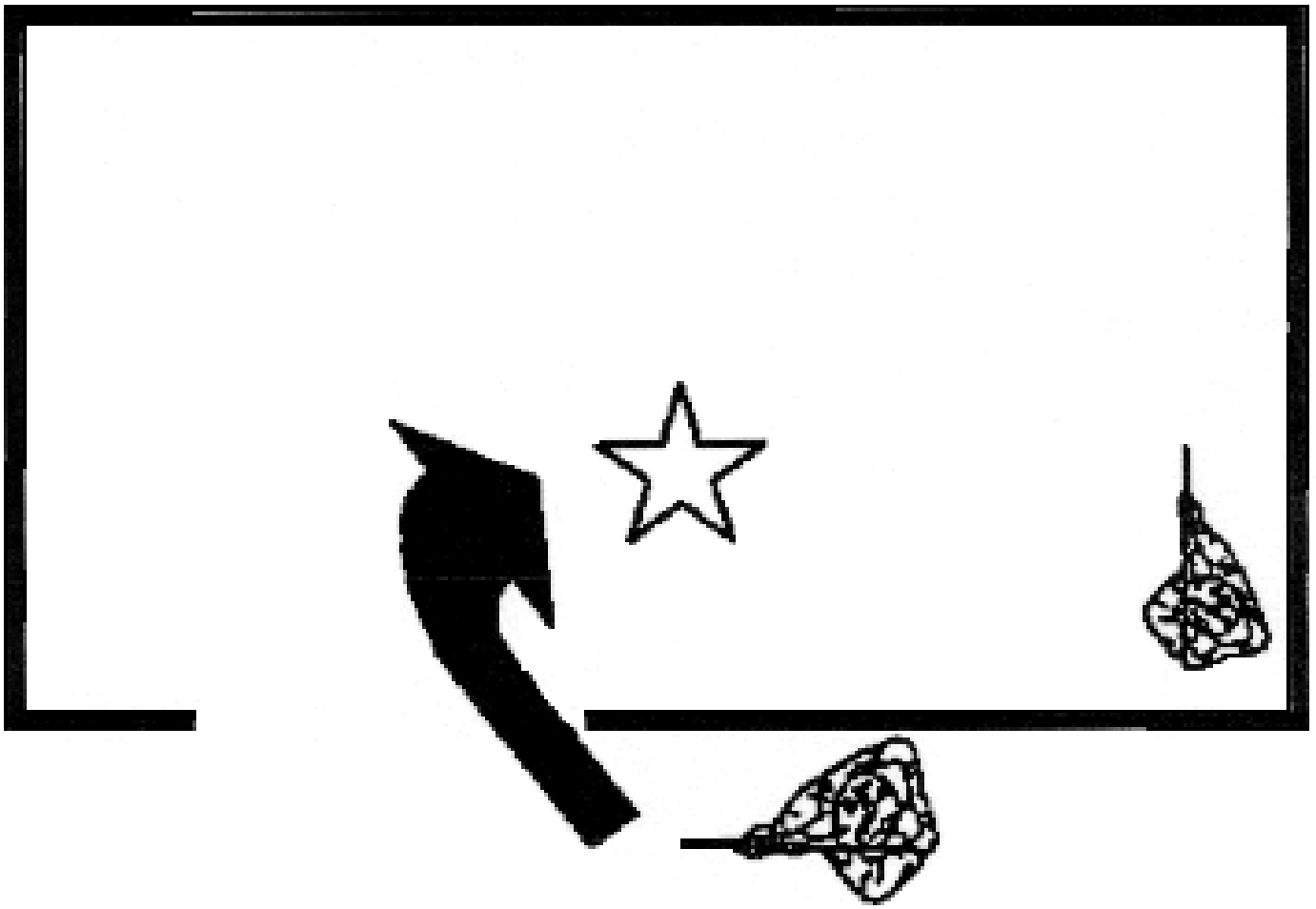
Crossing the Threshold

LIMITED PENETRATION



Crossing the Threshold

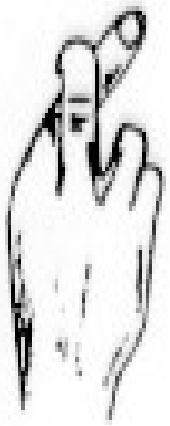
STRAIGHT ENTRY



Hand Signals

Buttonhook

Cross



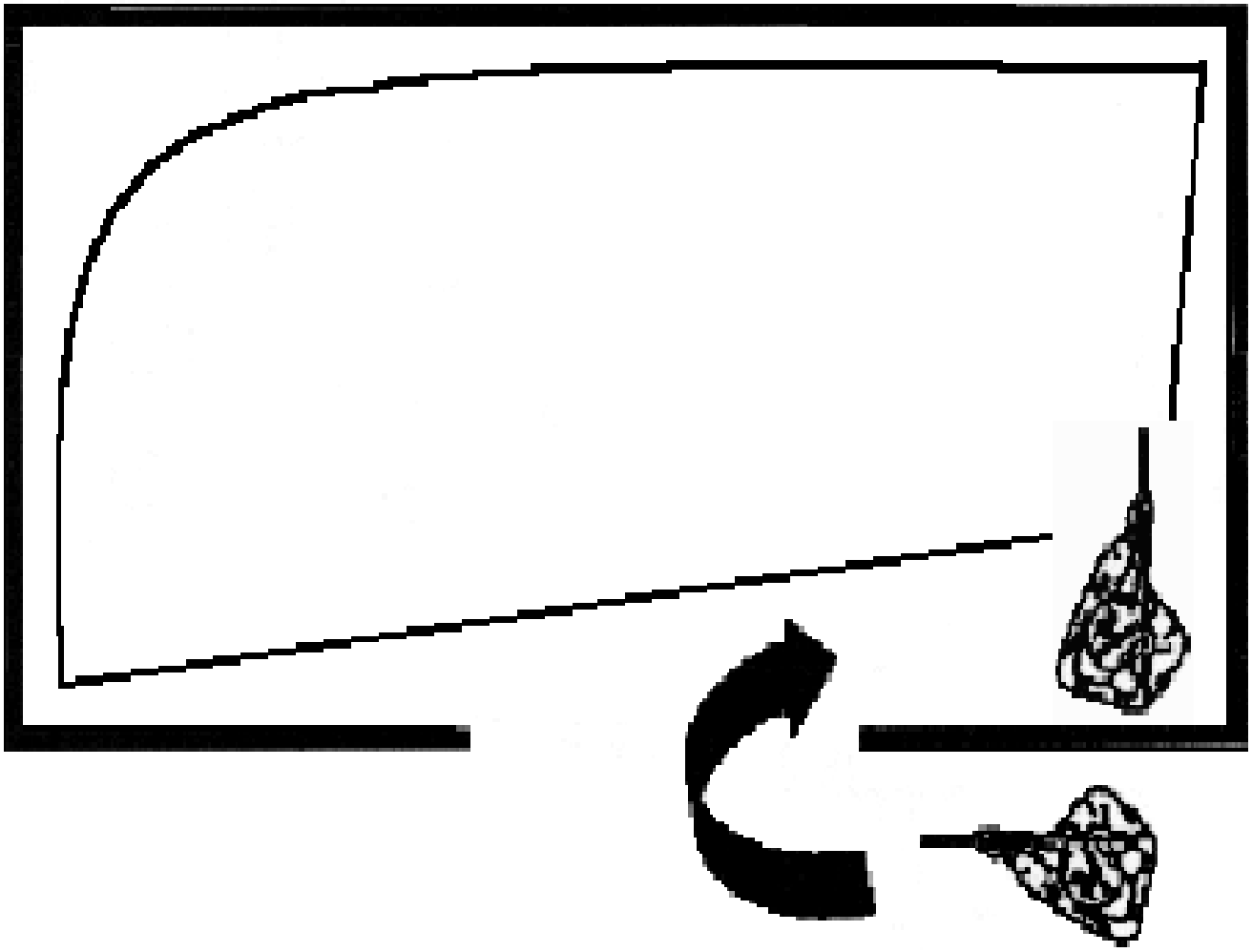
Limited Penetration

Straight
Entry

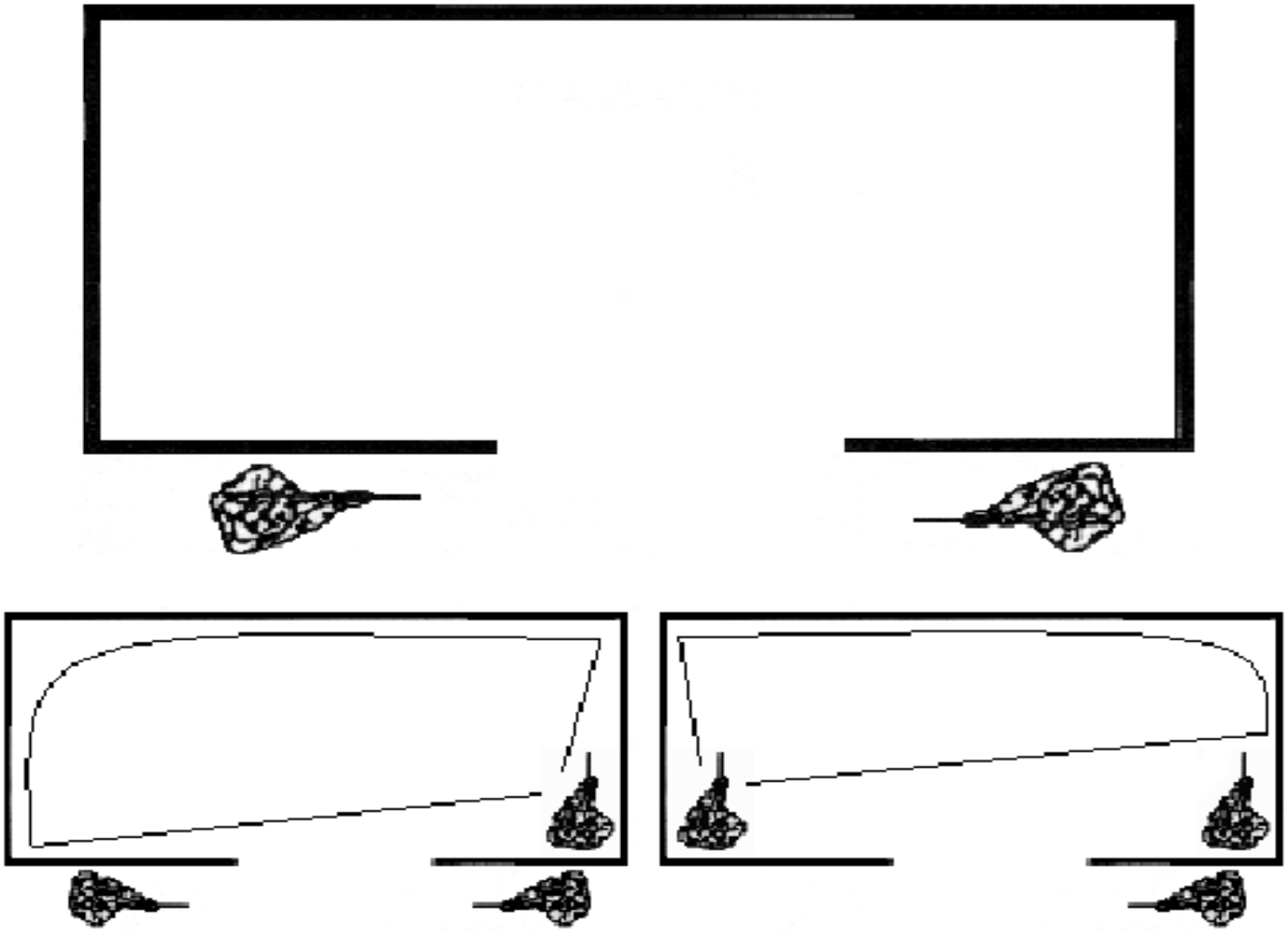
Detailed Room Clearing

- One man clear
  - Least preferred method
- Two man clear
- Three man clear
- Four man clear

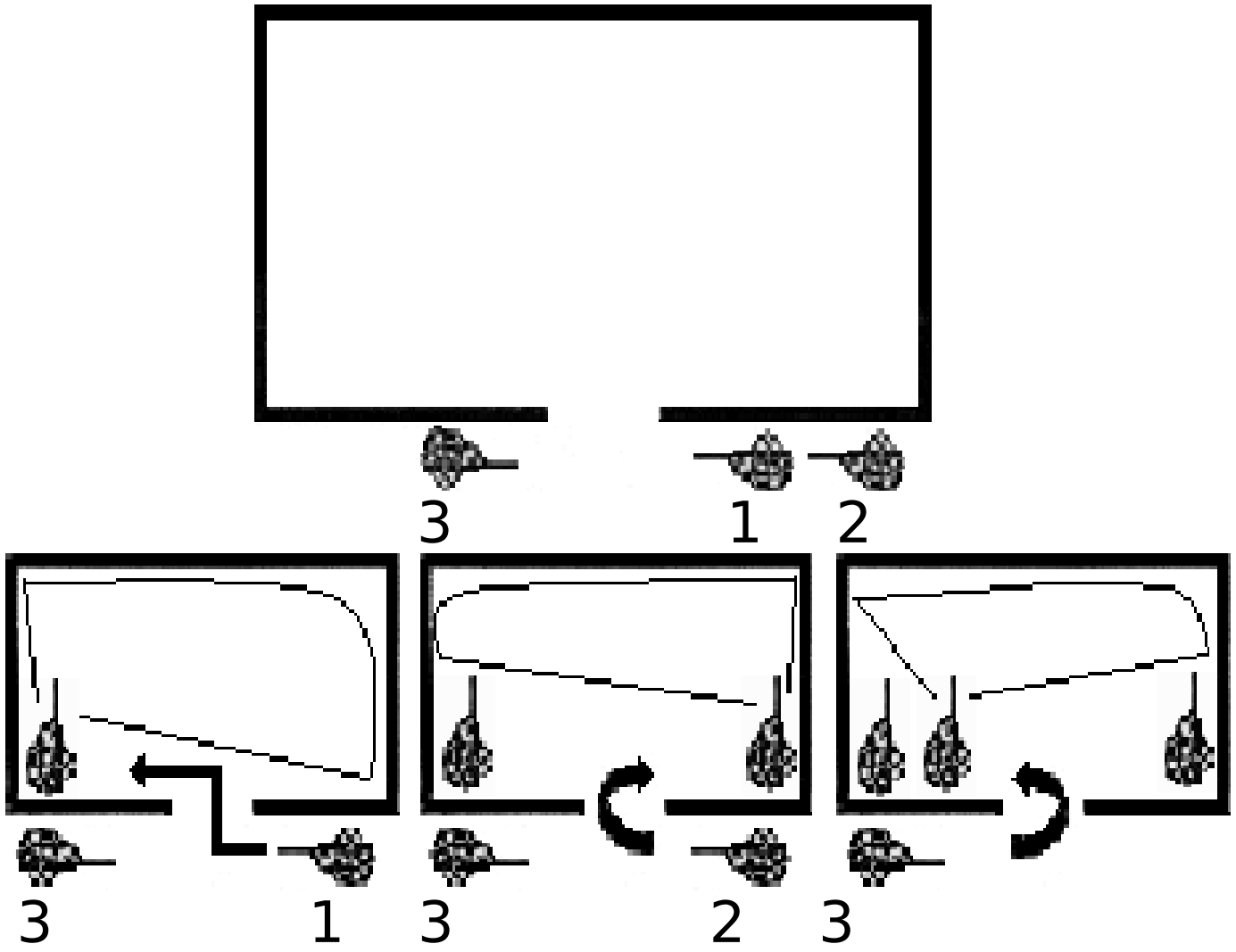
One Man Clear



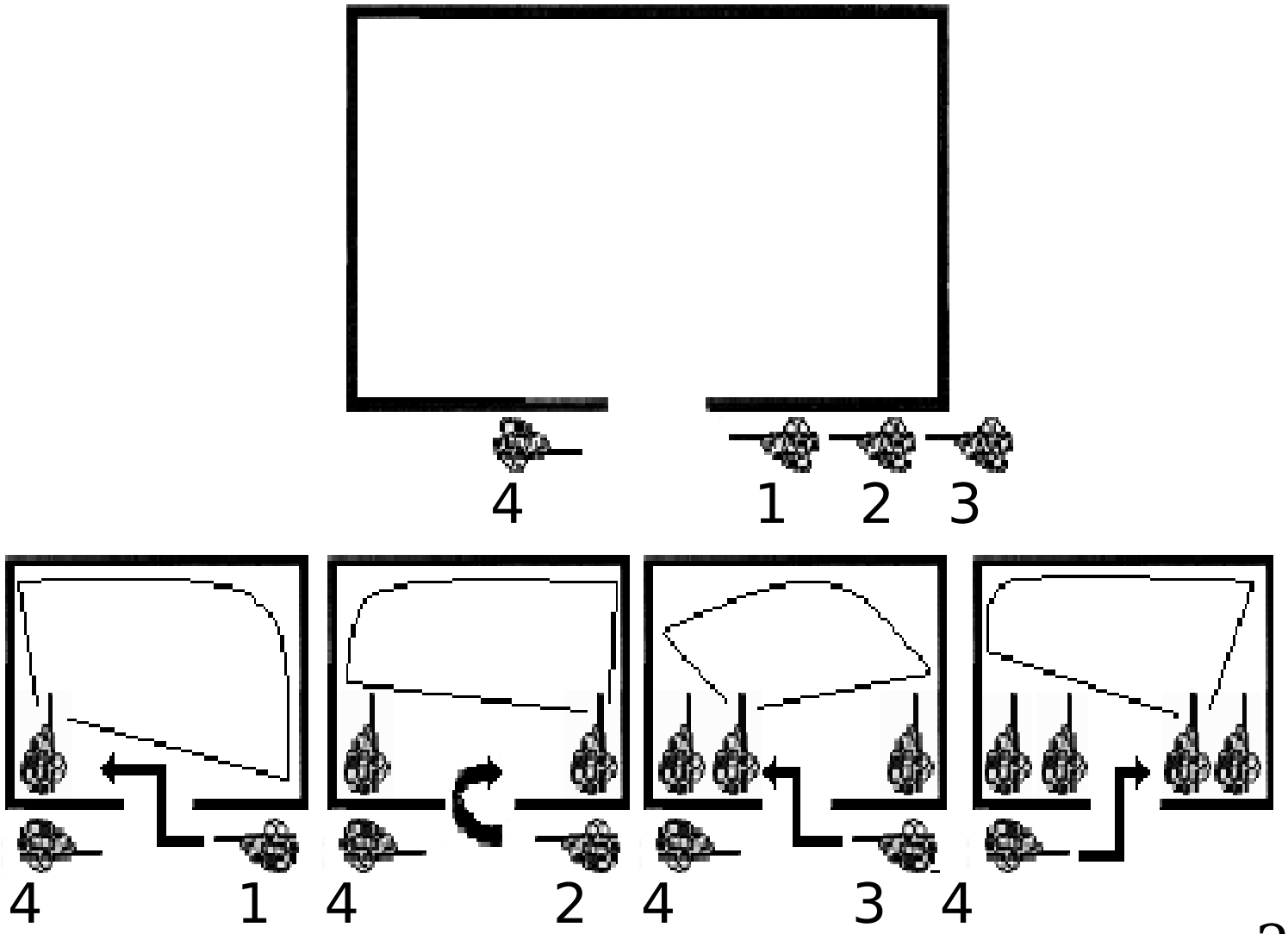
Two Man Clear



Three Man Clear



Four Man Clear



Multiple Entry: Advantages

- Advantages
  - More eyes and firepower
  - Shock effect w/o grenades
  - Presents multiple targets
  - Morale / sense of security
  - Effectively clear large rooms
  - Kill multiple enemy targets
  - If number one man goes down direction of threat is apparent

Multiple Entry: Pts. To Remember

- Nobody SPRAYS
- Consider room size and anticipate enemy numbers
- Cook off grenades
- Communication is key
- Designate order of entry
- Be flexible
- Is clear only after search
- Mark cleared room(s)

Open Doorways (1of2)

- Check for booby traps
- Show grenade to all soldiers
- Vigorously throw grenade into room
- Immediately after grenade explodes, enter room quickly
- Sound off describing room

Open Doorways (2of2)

- Systematically search the entire room
- Leave security personnel in room
- Mark the room properly
- Assault team moves on to next room

Locked Doors

- Use split position if possible
- Check for booby traps
- Use a mechanical device
  - Or demolition
- Try shooting the lock
- Only kick the door as a last resort

Mouse Holes

- Size of opening dictates the clearing technique to use
- Check for booby traps
- Use a mirror
- Clear just like an open doorway

Mouse Traps

Hole blown or cut into the floor or ceiling

- Careful when using grenades
- Size dictates technique
- Pie off the hole
- Check for booby traps
- Use a mirror
- Buddy Lifts or Lowers

Hallways

- Provide security
  - On all openings
    - SAW is best for this
  - Rear security is most critical
- Be alert
- Control your movement
- Regulate your speed
- Maintain security

Security Within a Building

- Security must be set as the building is being cleared
  - To prevent enemy counter-attack.
- Sealing off rooms/floors
  - From internal and external
- Use manpower if able or:
  - Warning/anti-intrusion devices

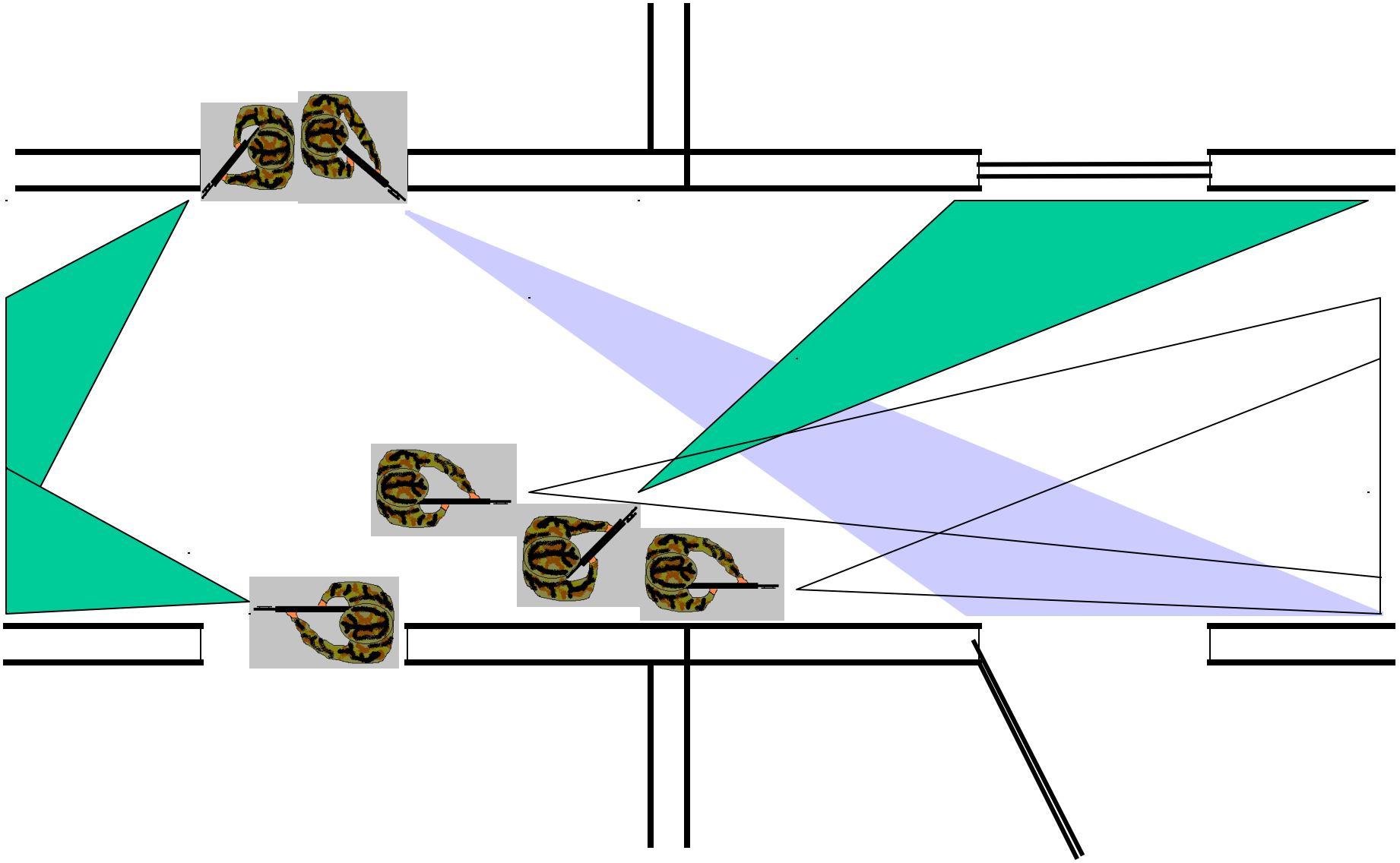
L-Shaped Enclosures

- Treat as two separate rooms
- Two man clear the L when possible

Hallways (1of16)

- Wide hallways
- Narrow hallways
- Narrow T-shaped hallways
- Wide T-shaped hallways

Hallways (2of16)



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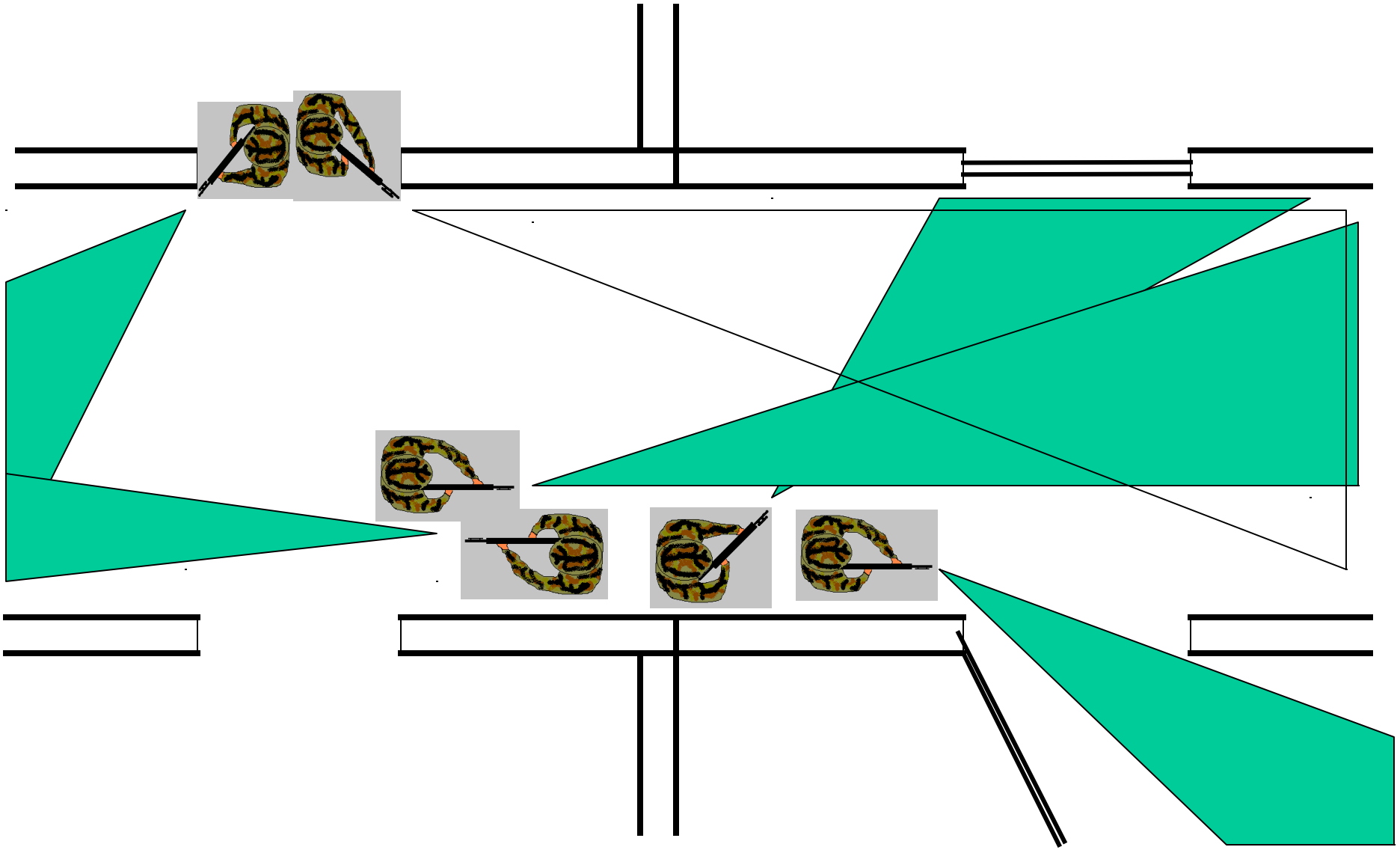

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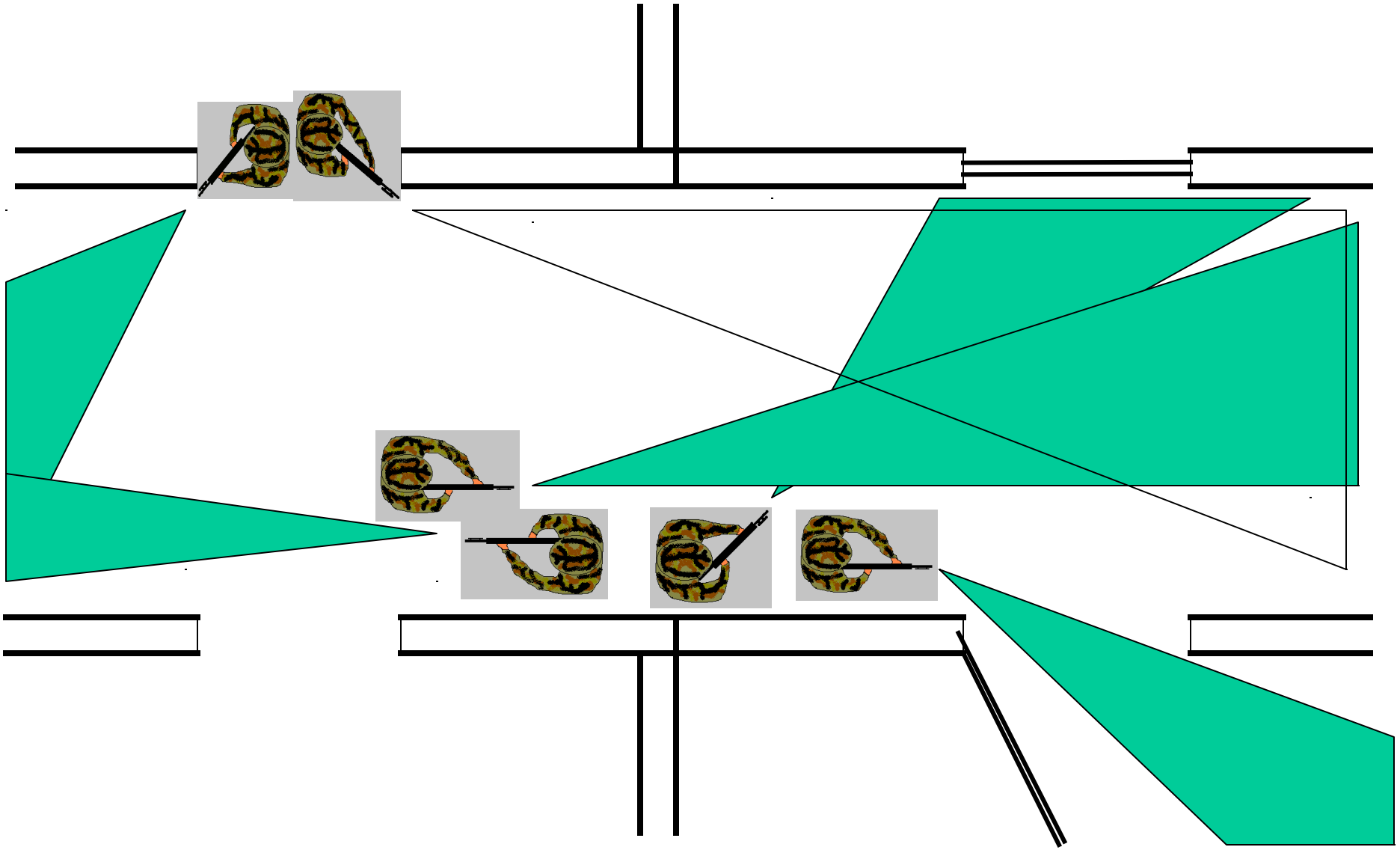
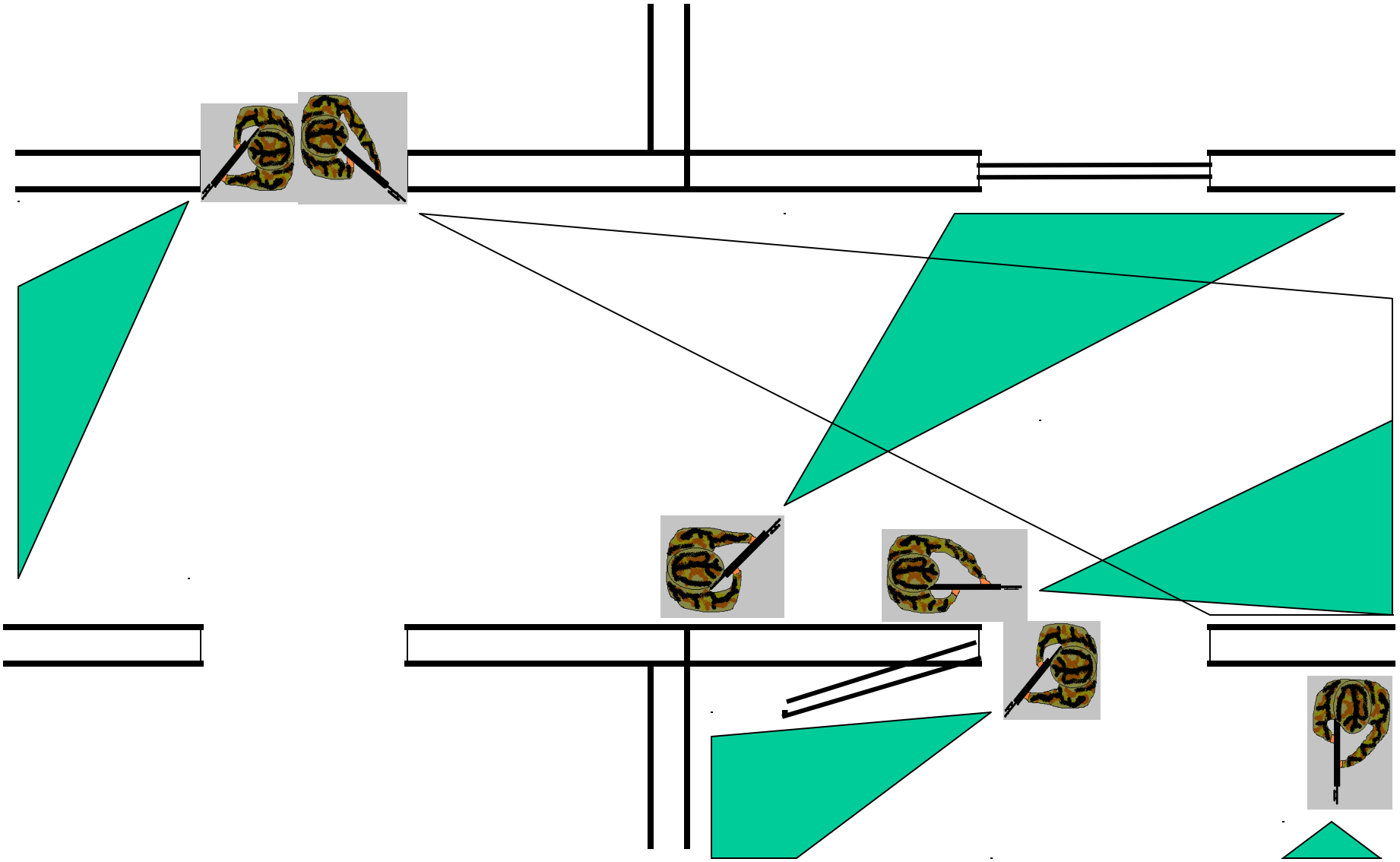
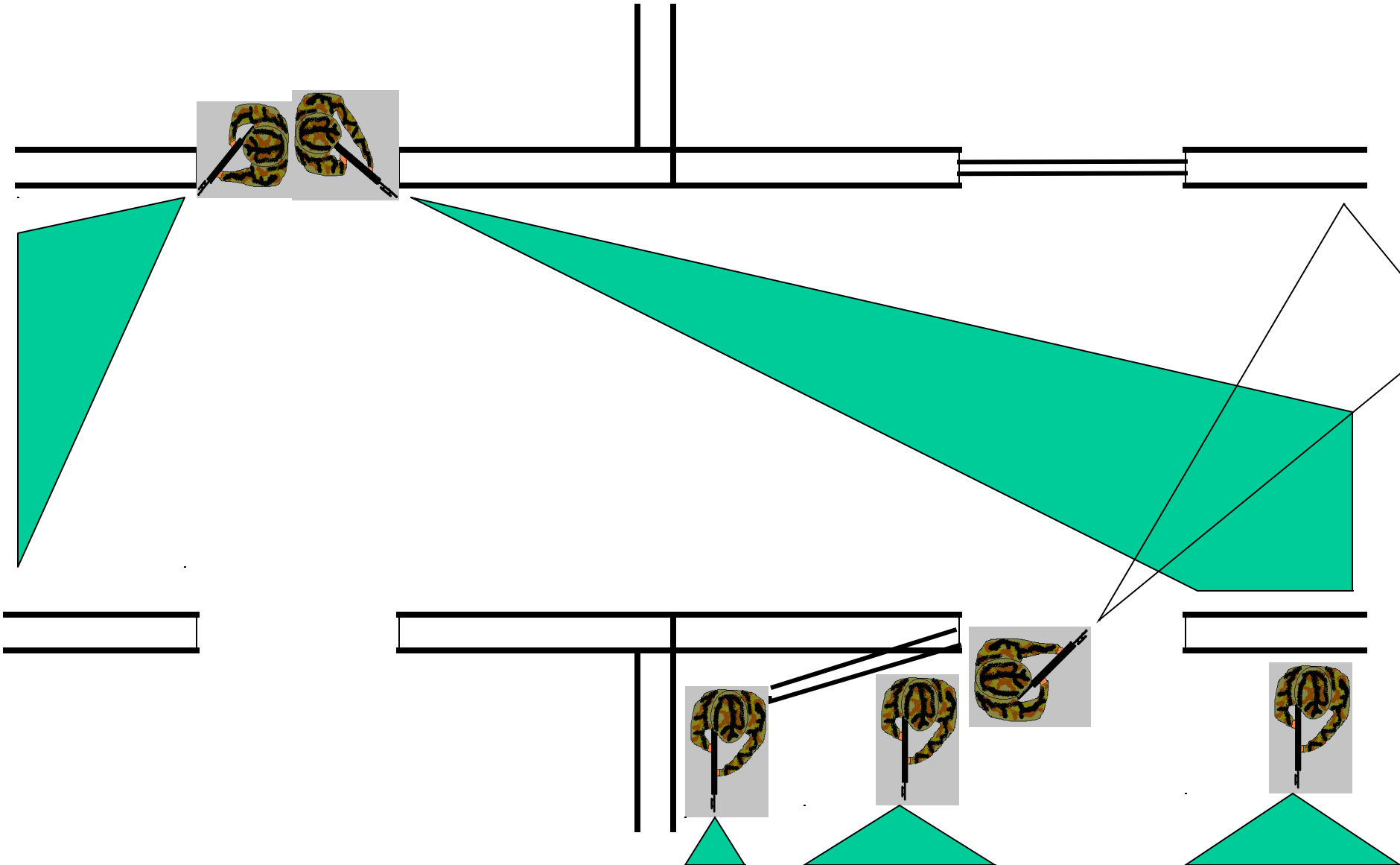


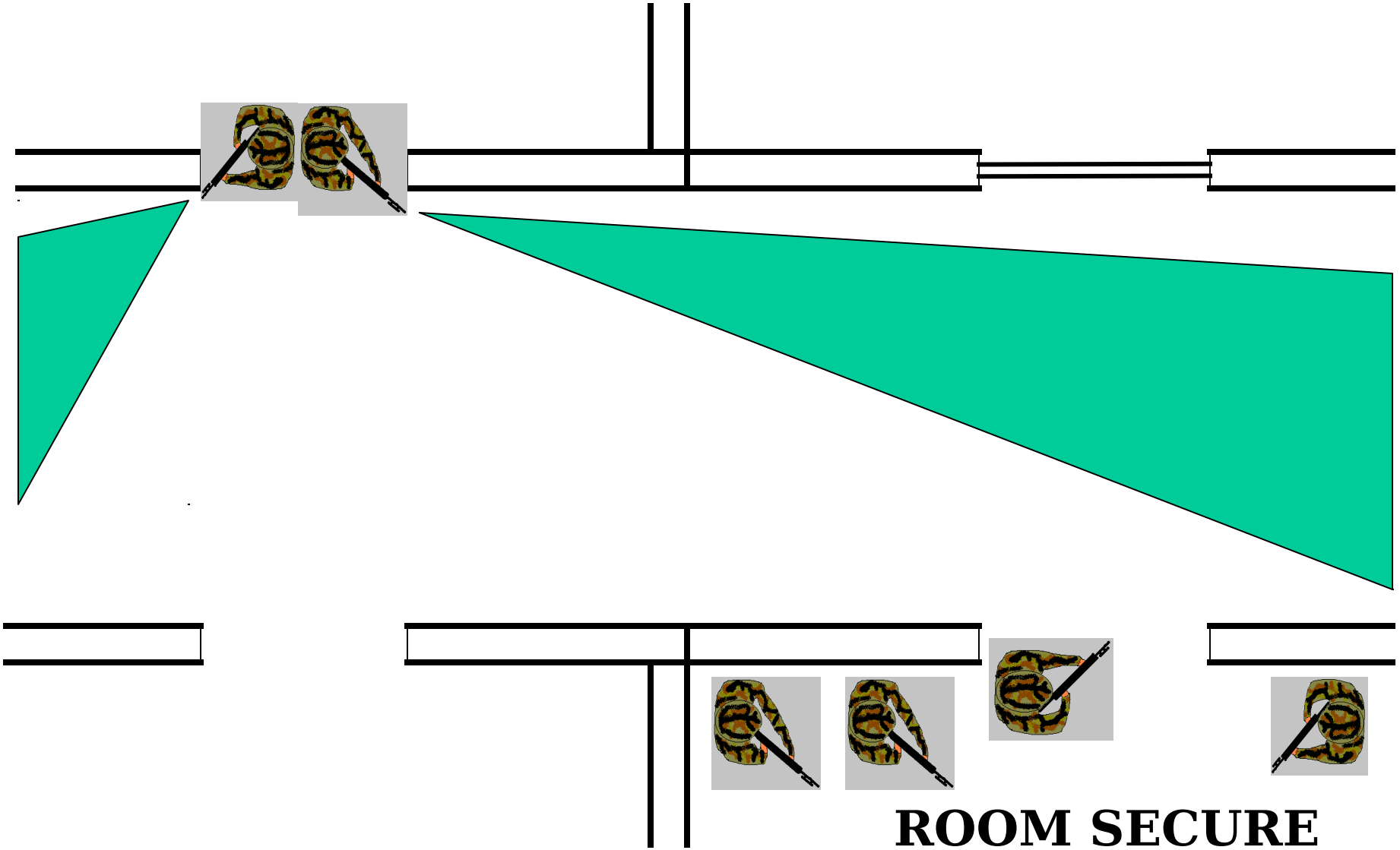
Hallways (5of16)



Hallways (6of16)

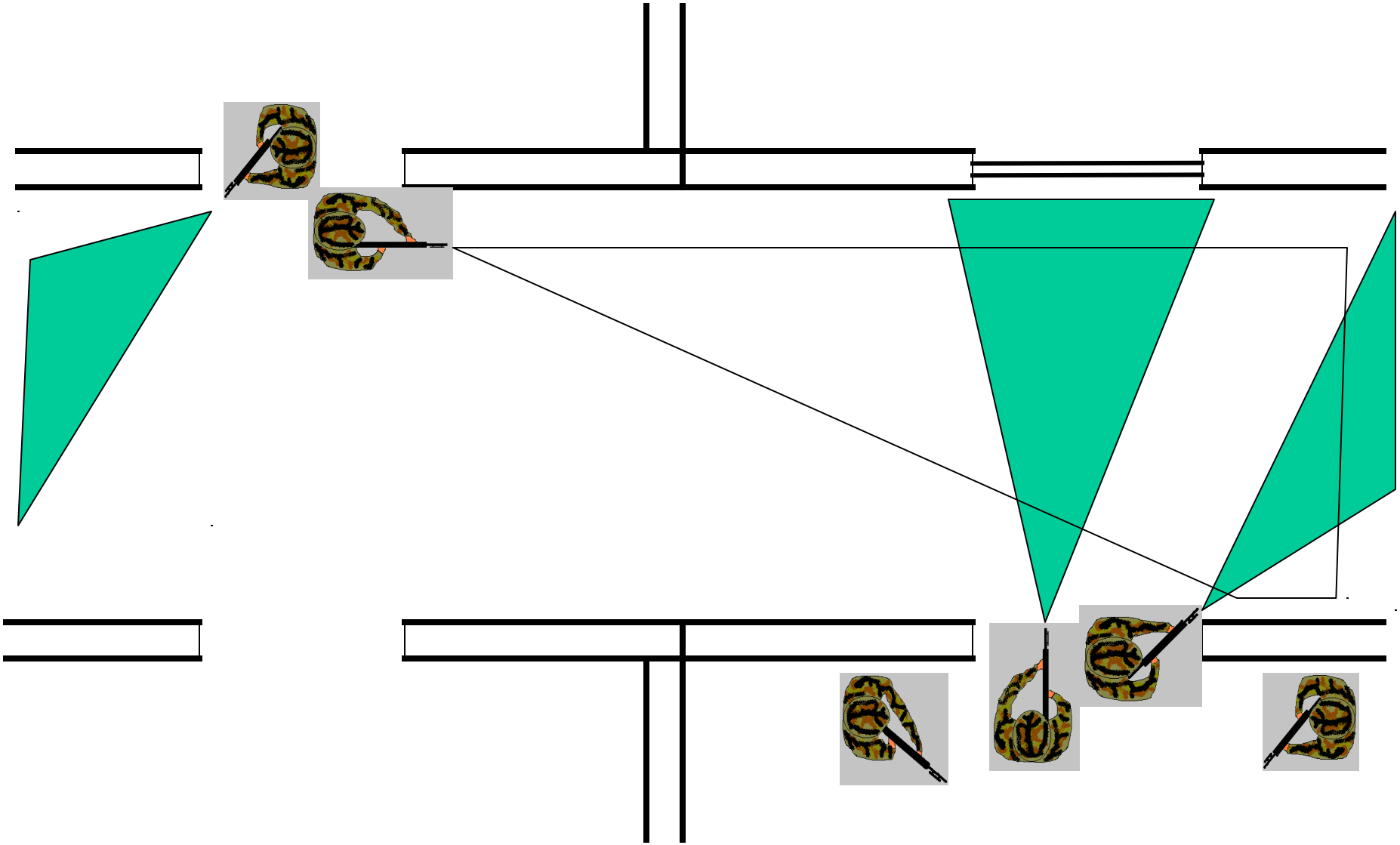


Hallways (7of16)

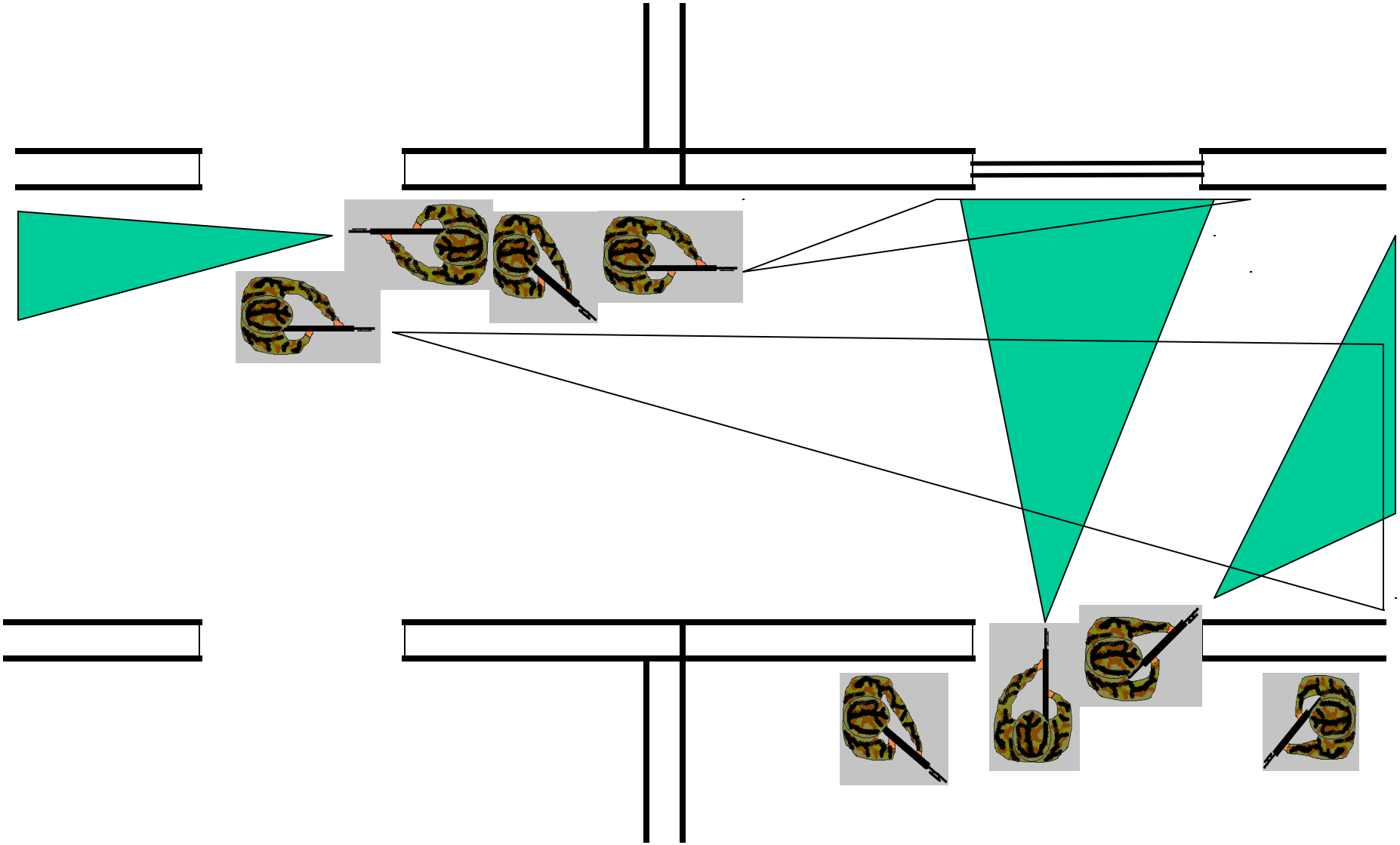


ROOM SECURE

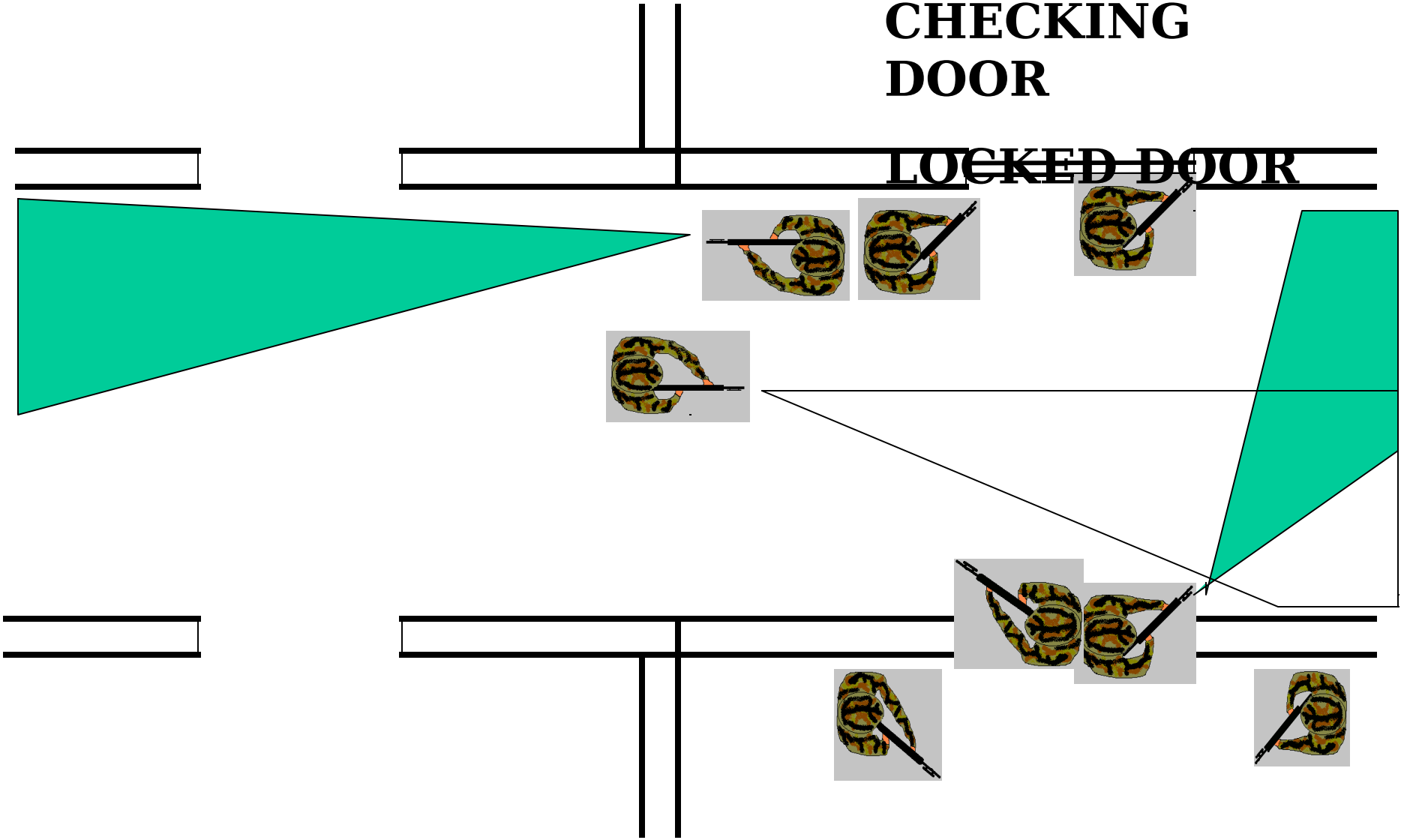
Hallways (8of16)



Hallways (9of16)



Hallways (10of16)



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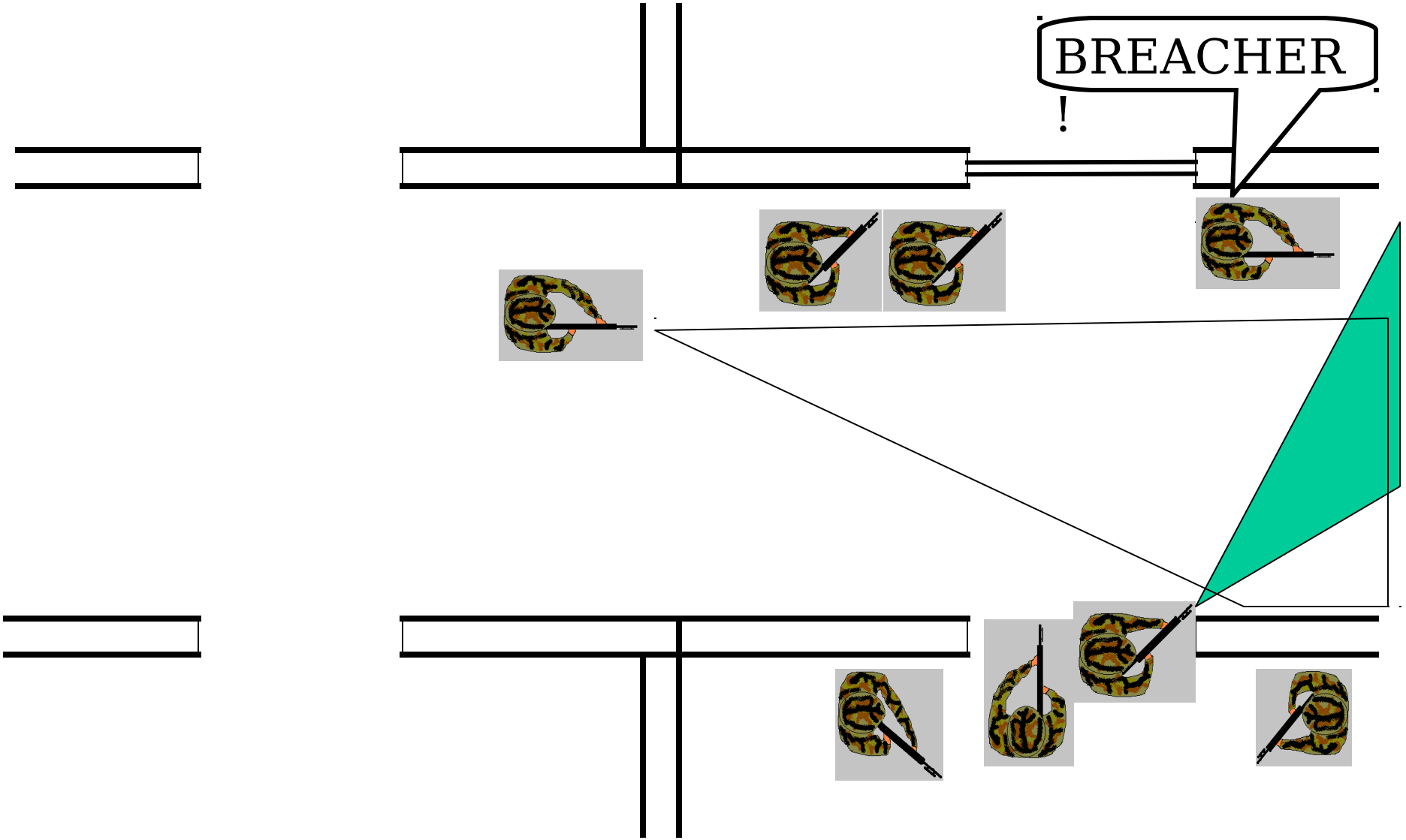

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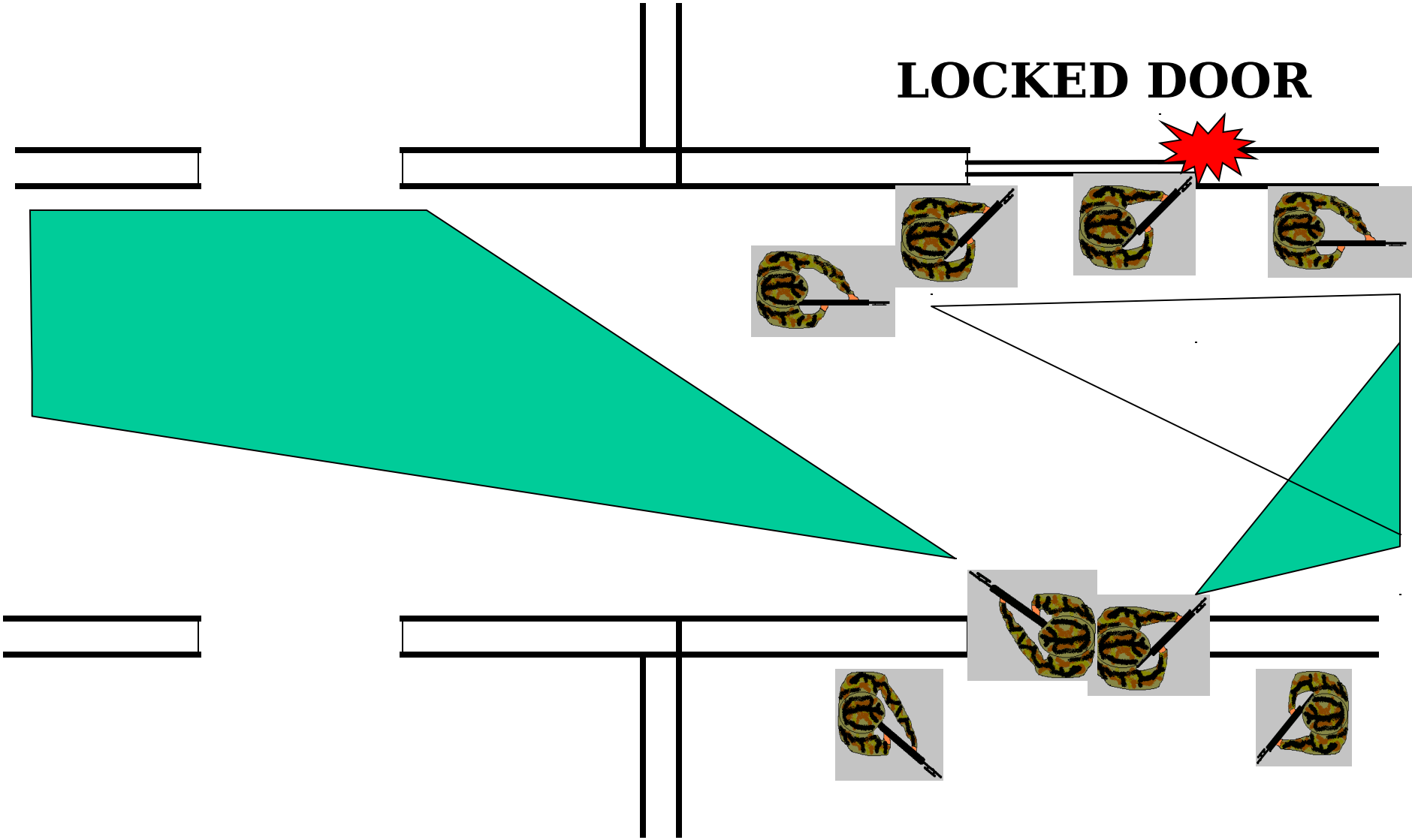
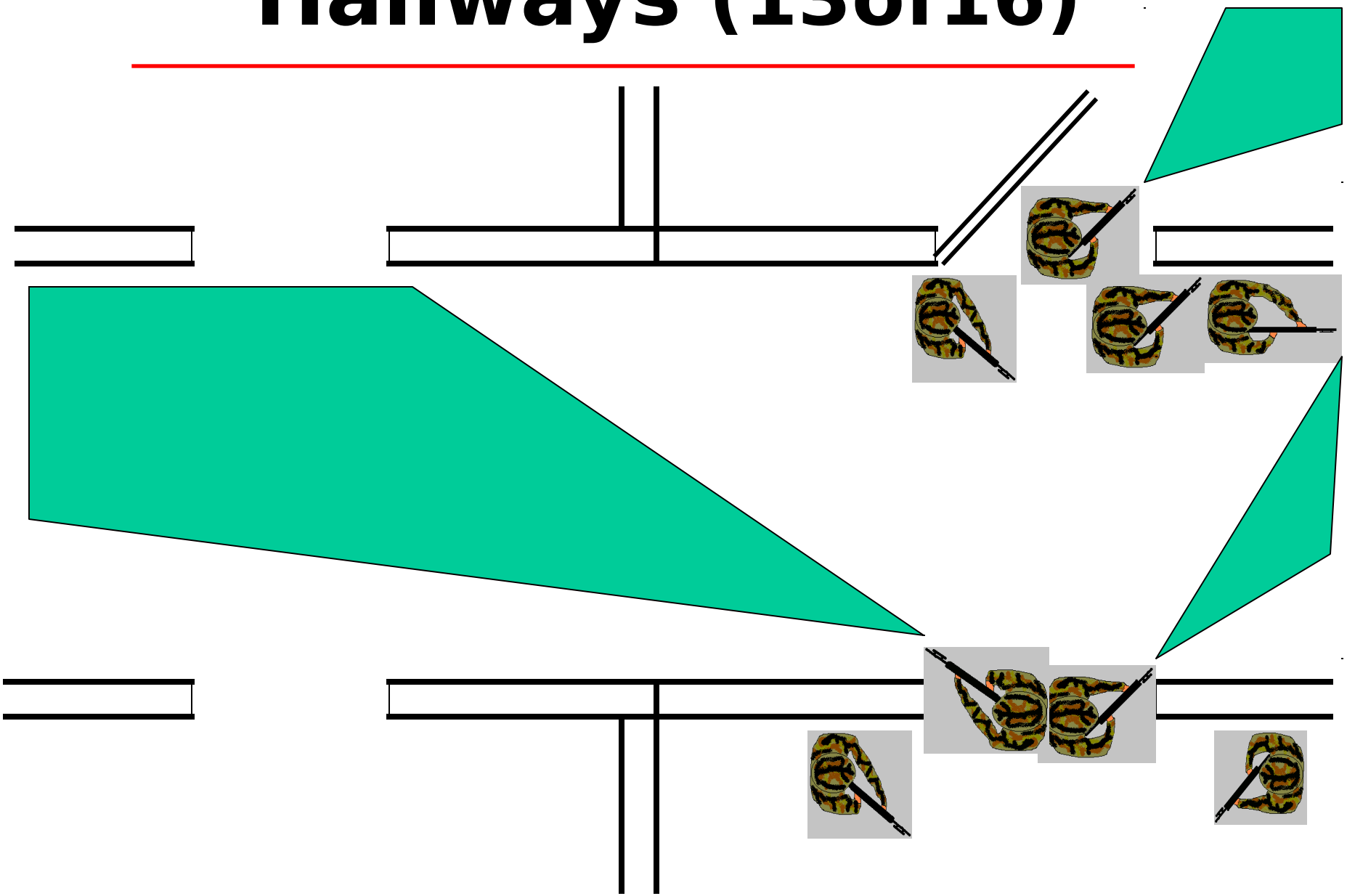


Hallways (13of16)



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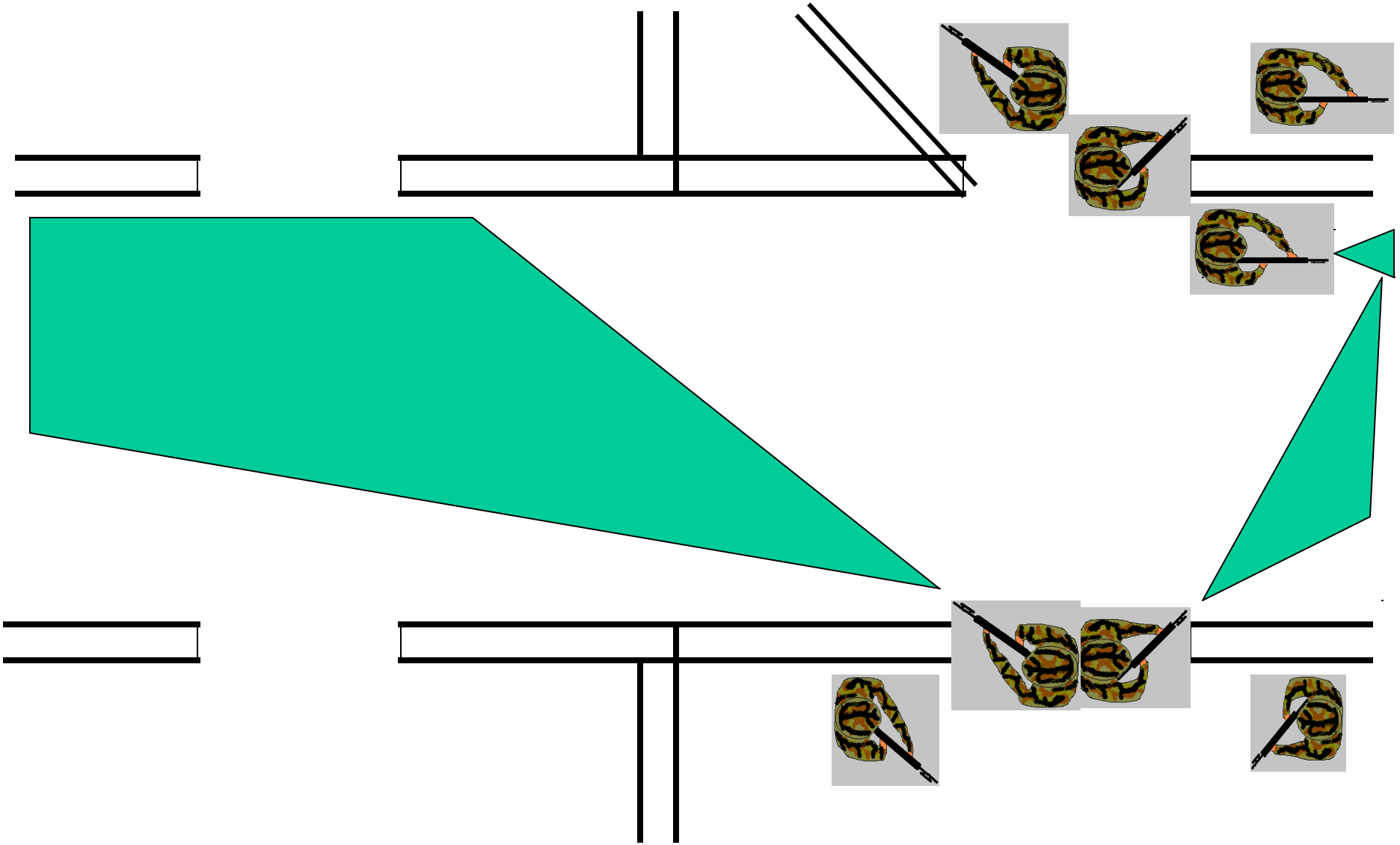
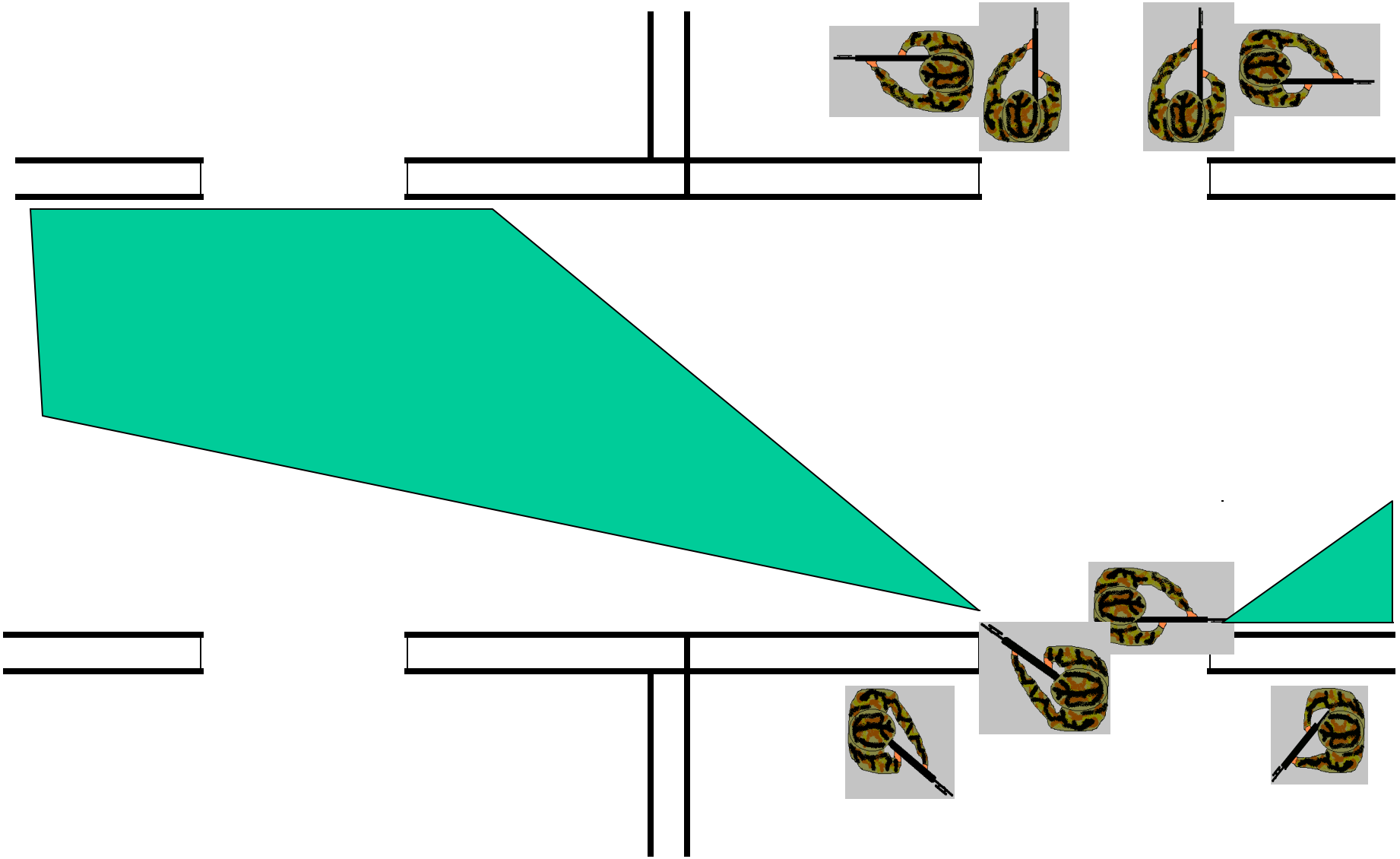
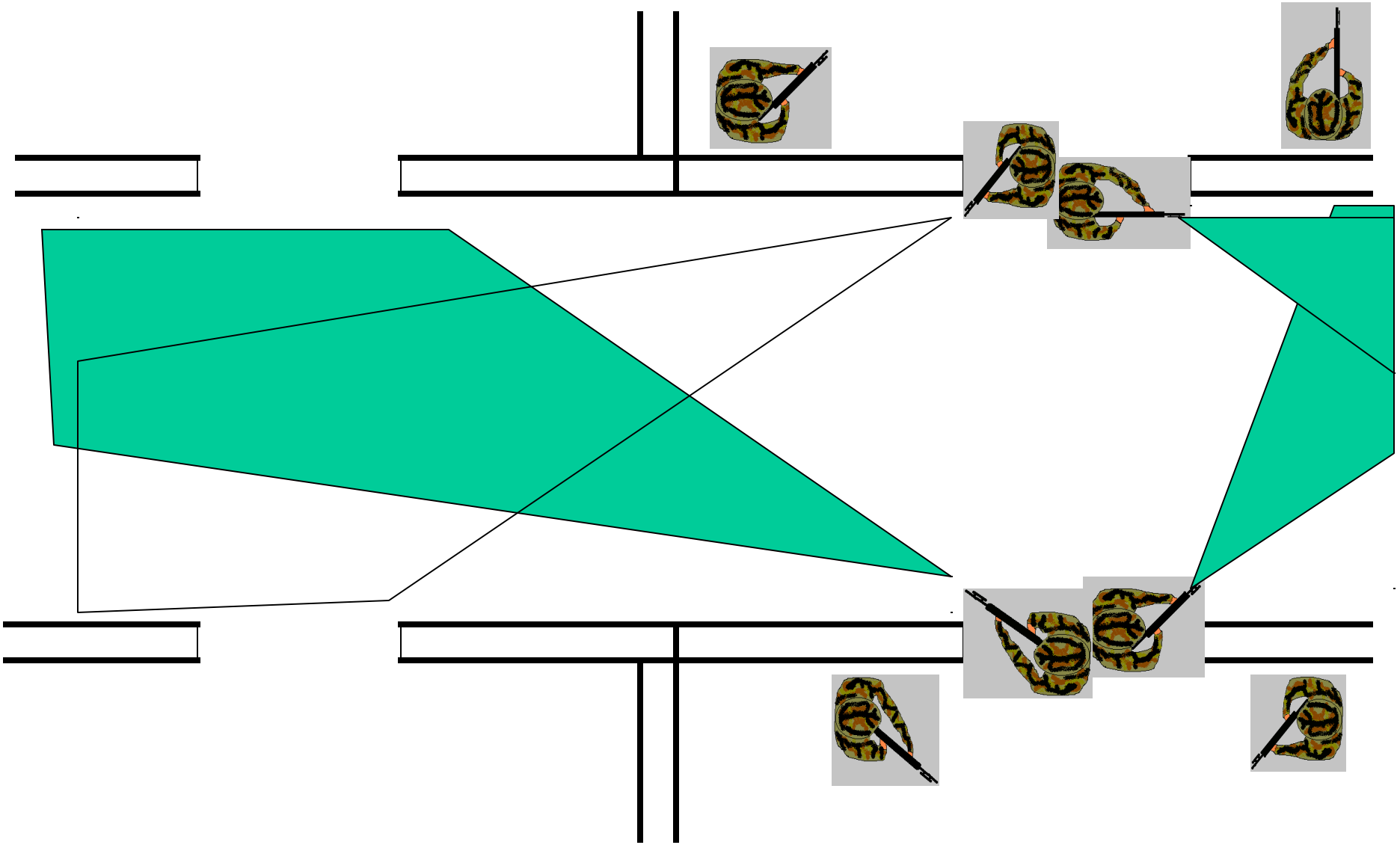


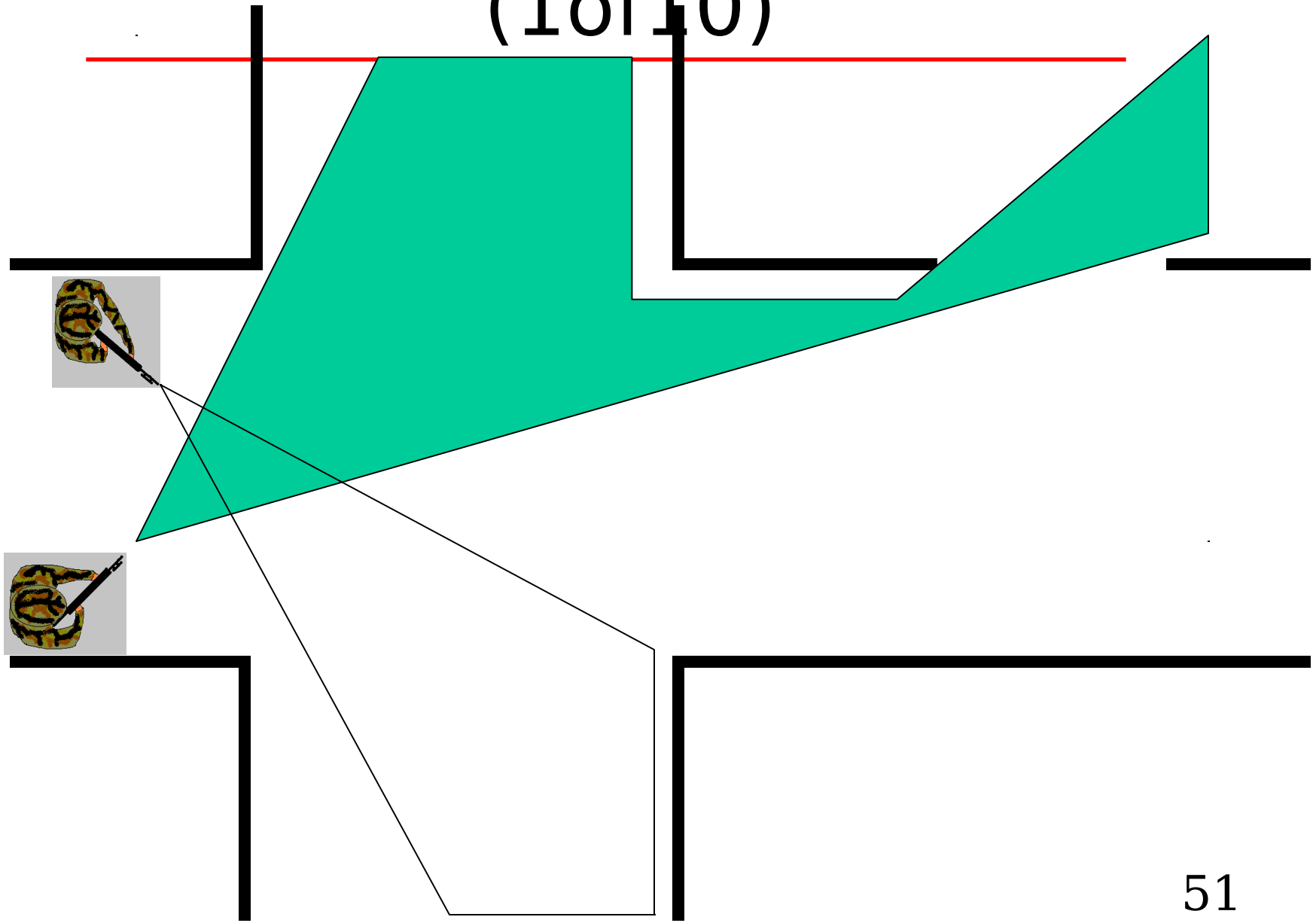
Hallways (15of16)



Hallways (16of16)



Crossing Intersections (1of10)



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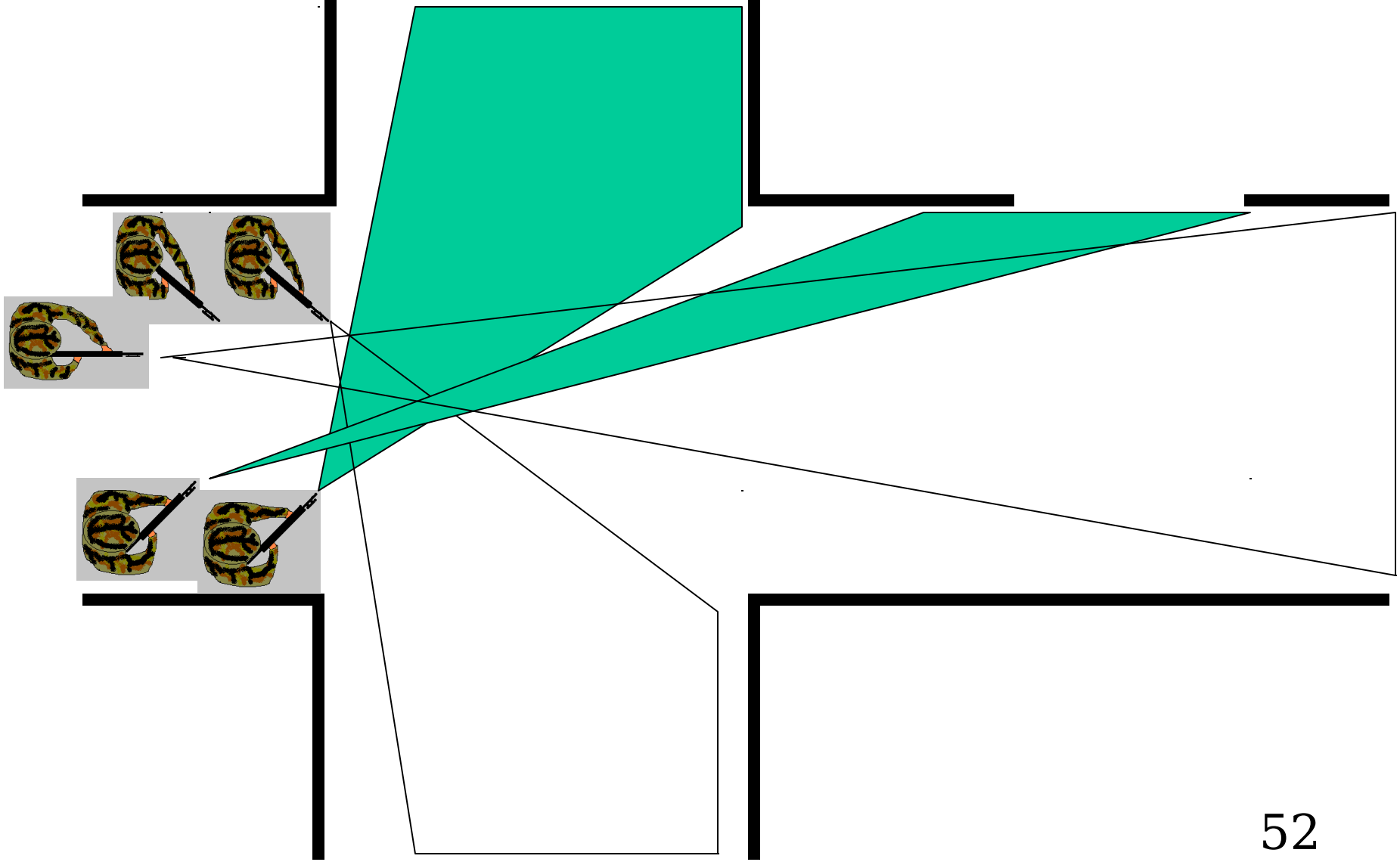

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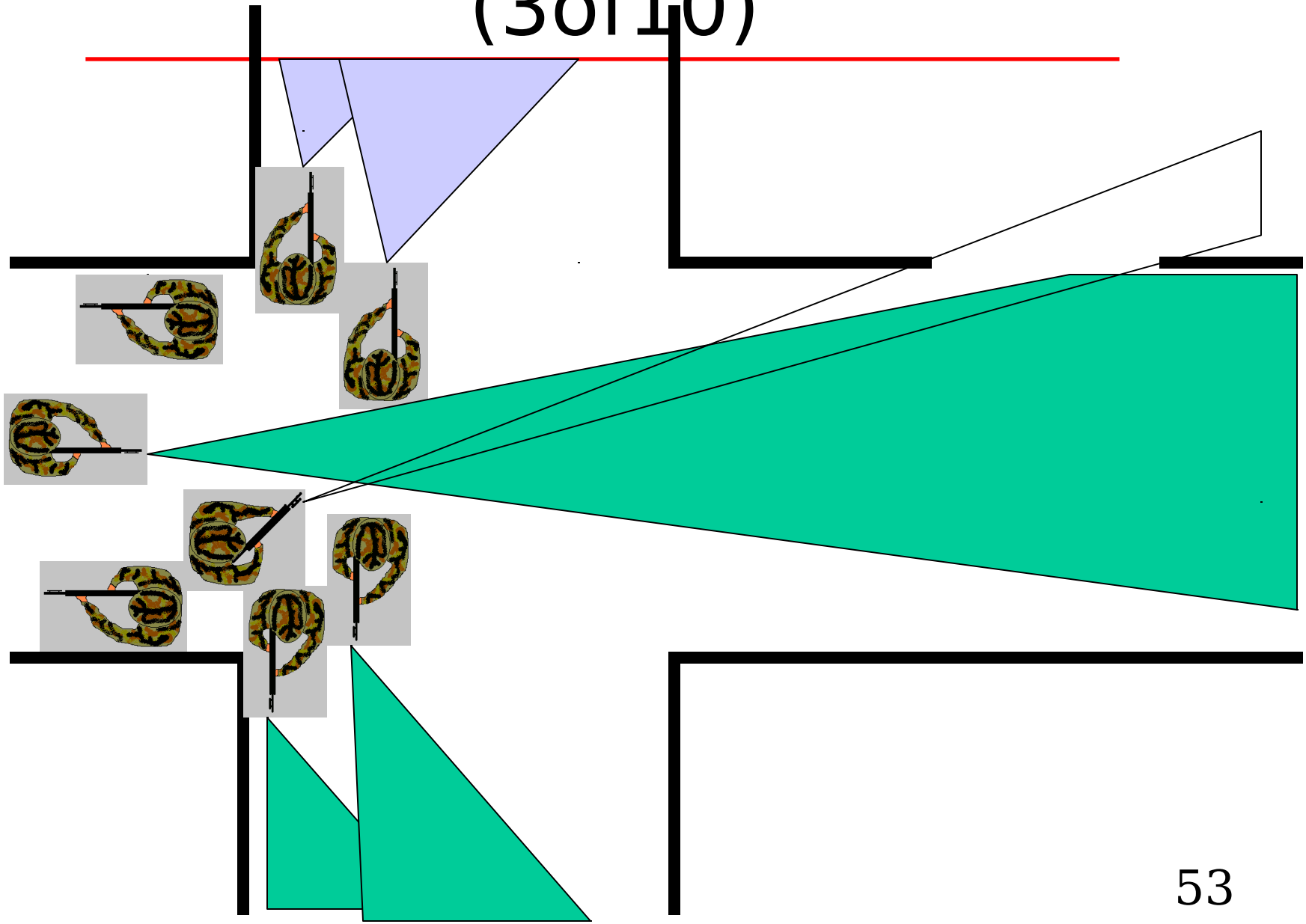

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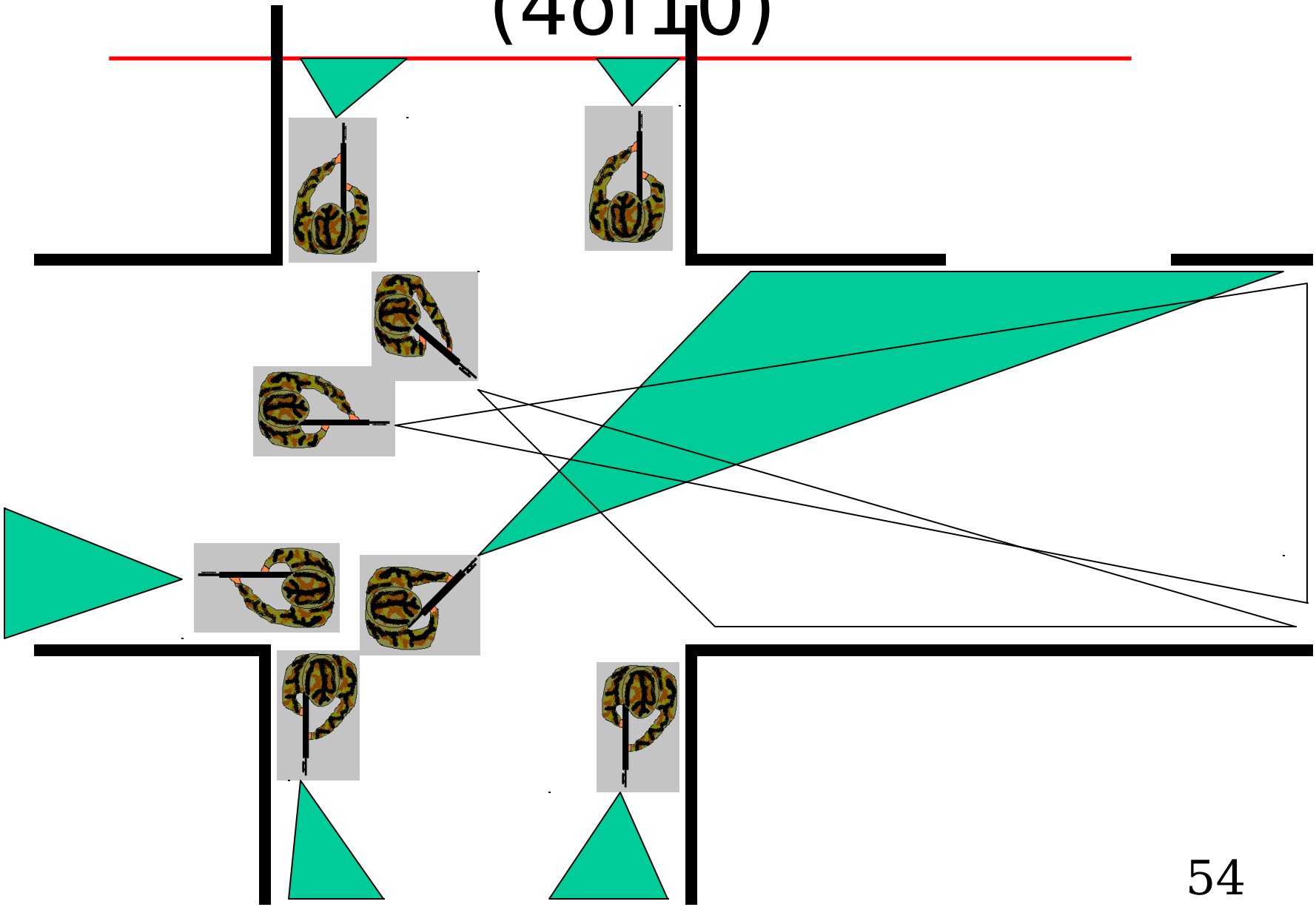

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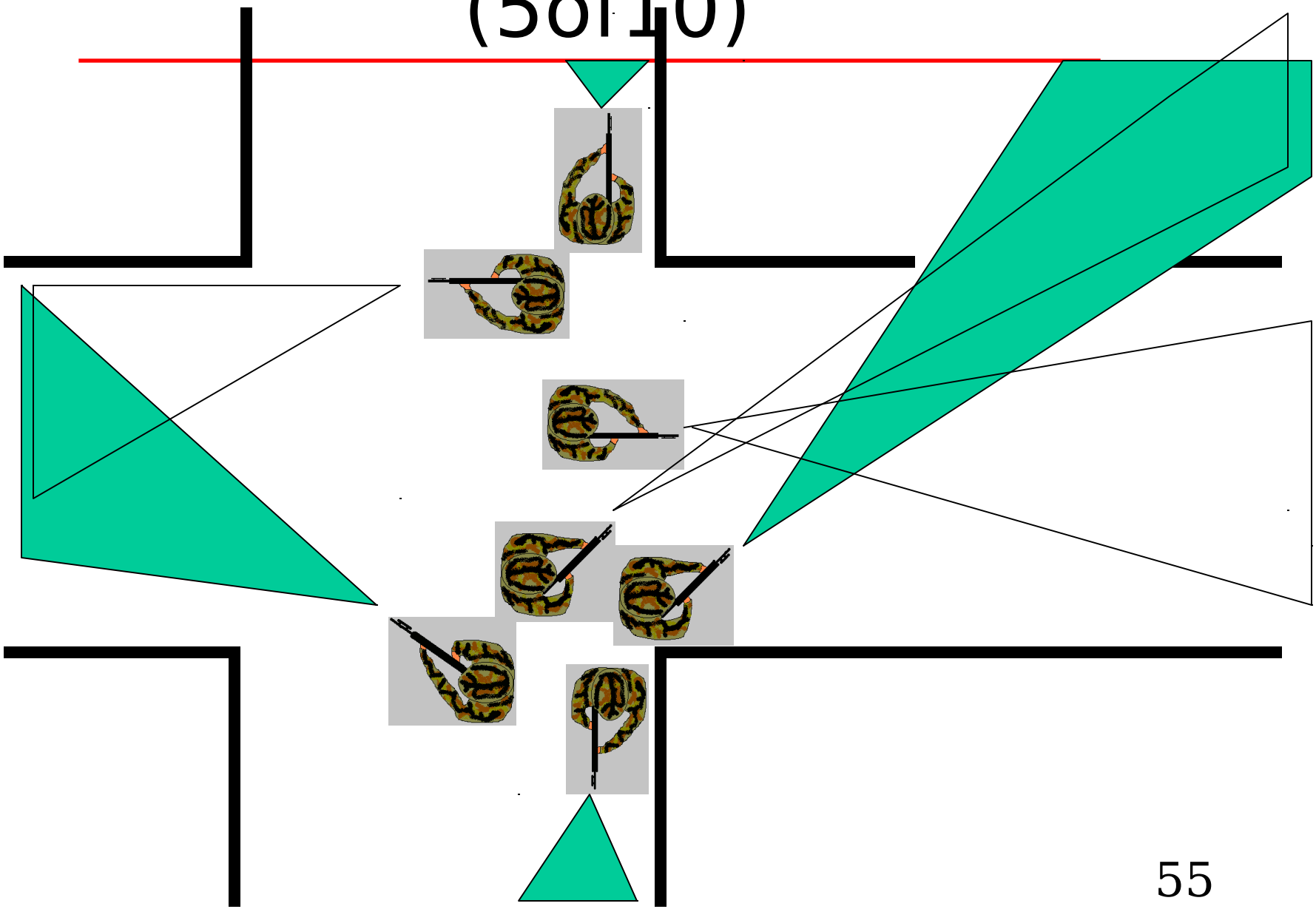

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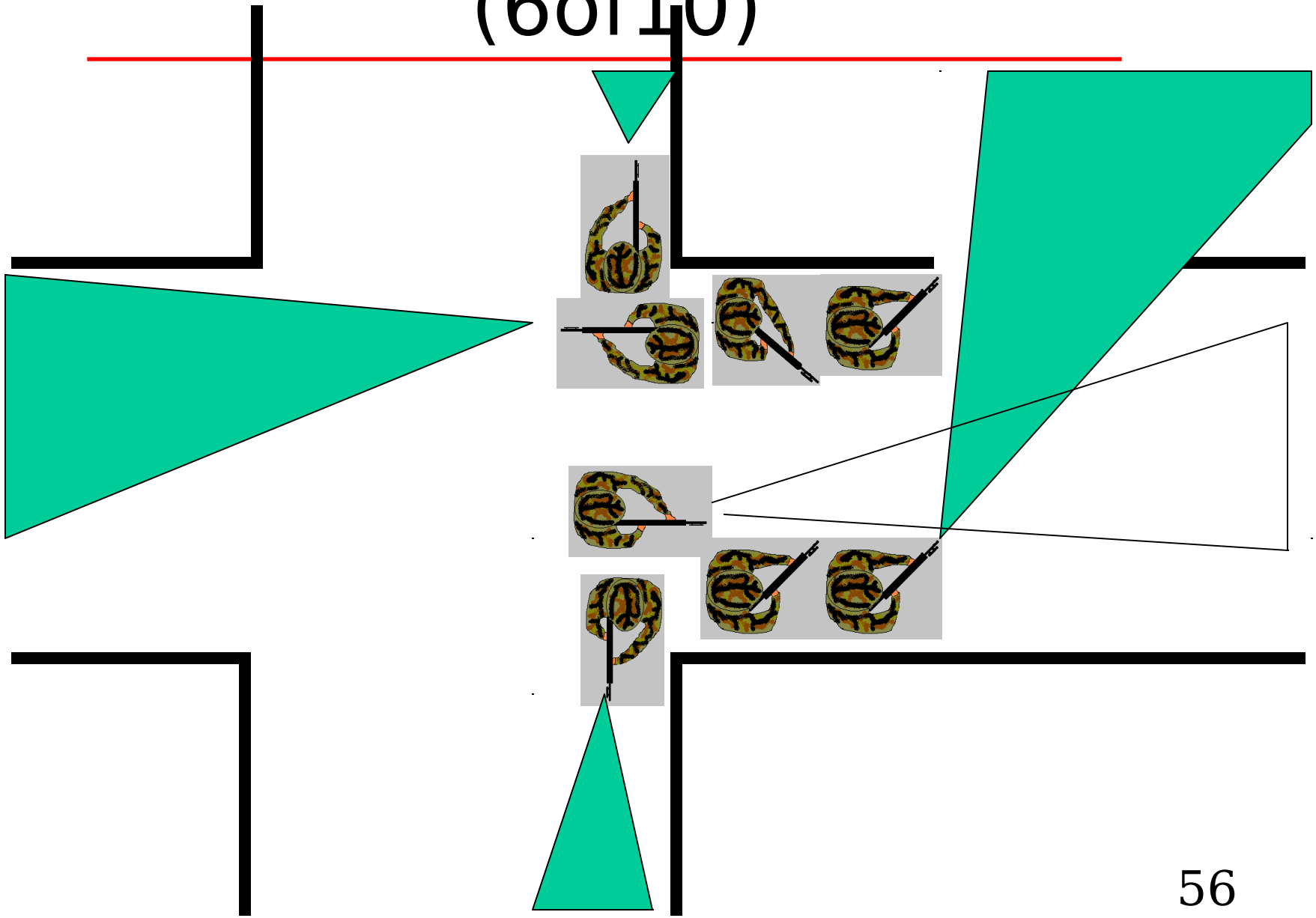

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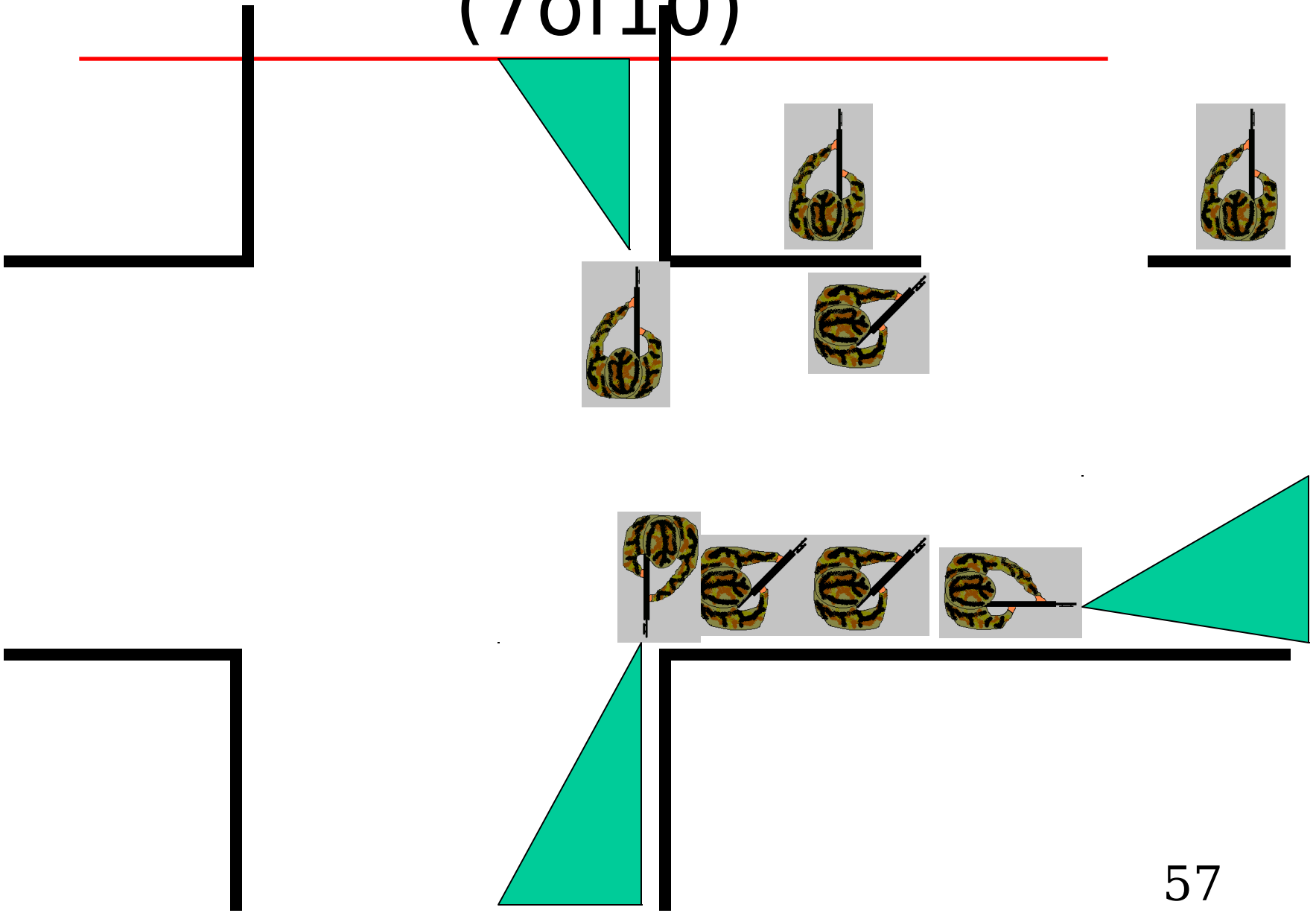

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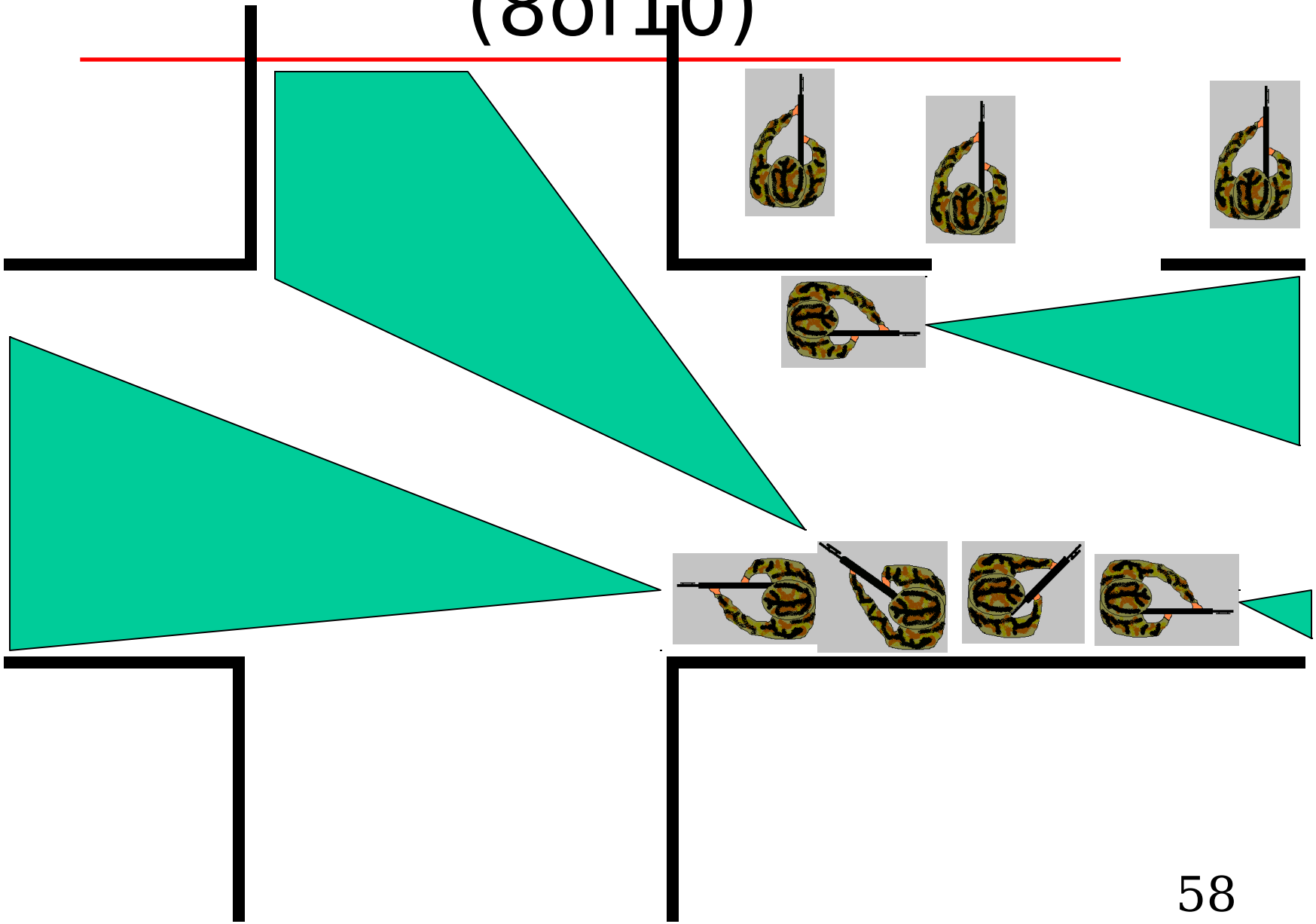

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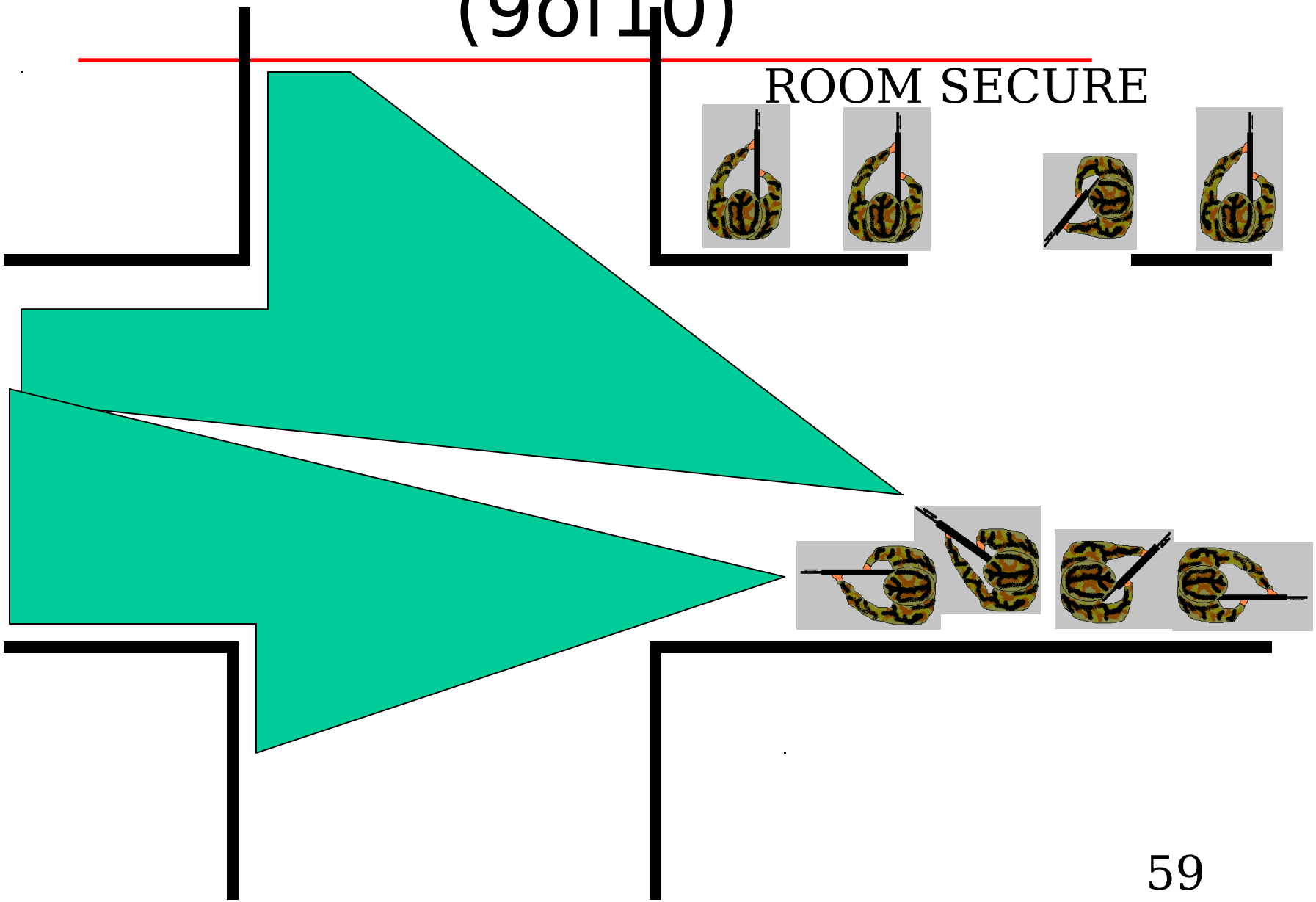

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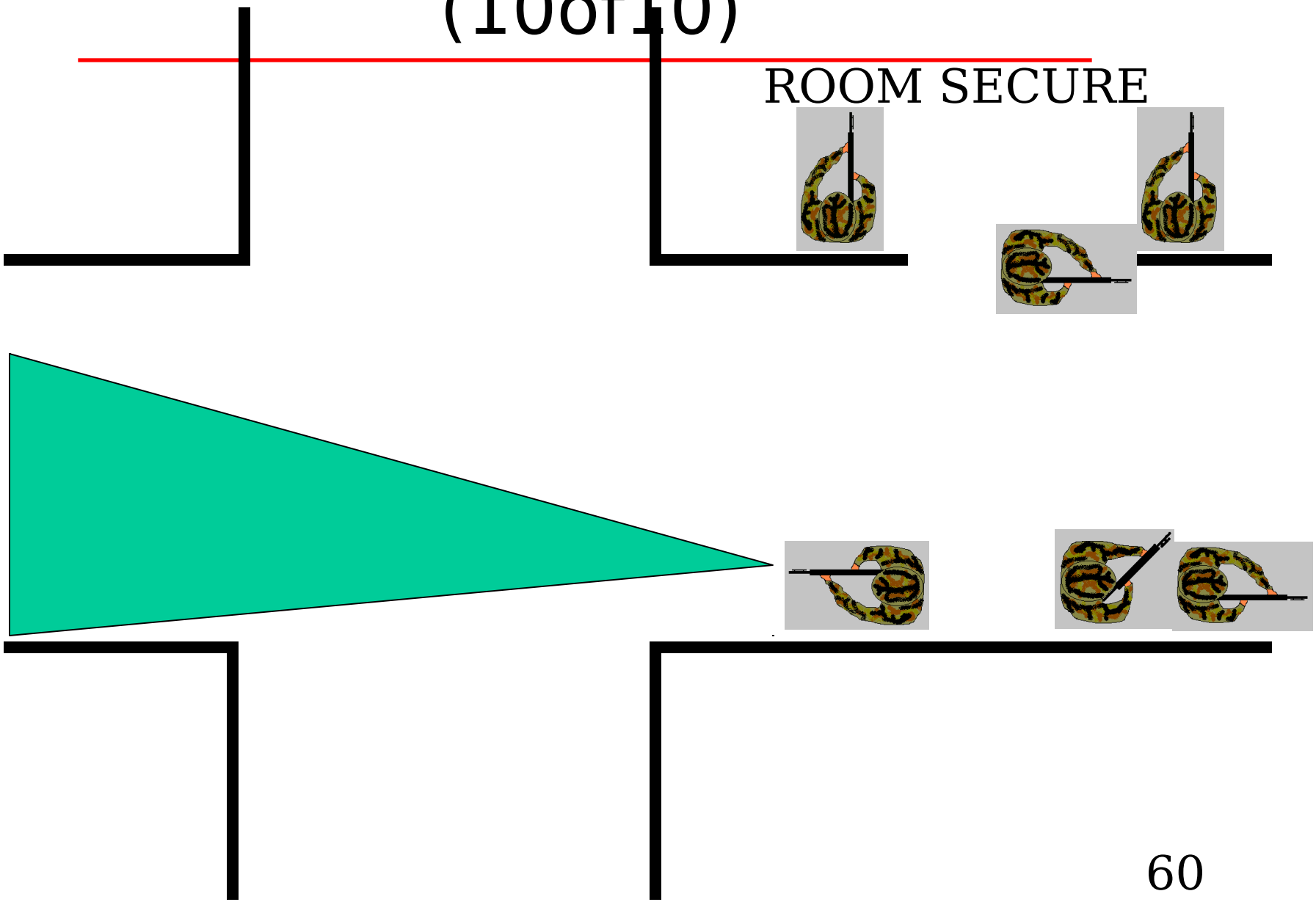
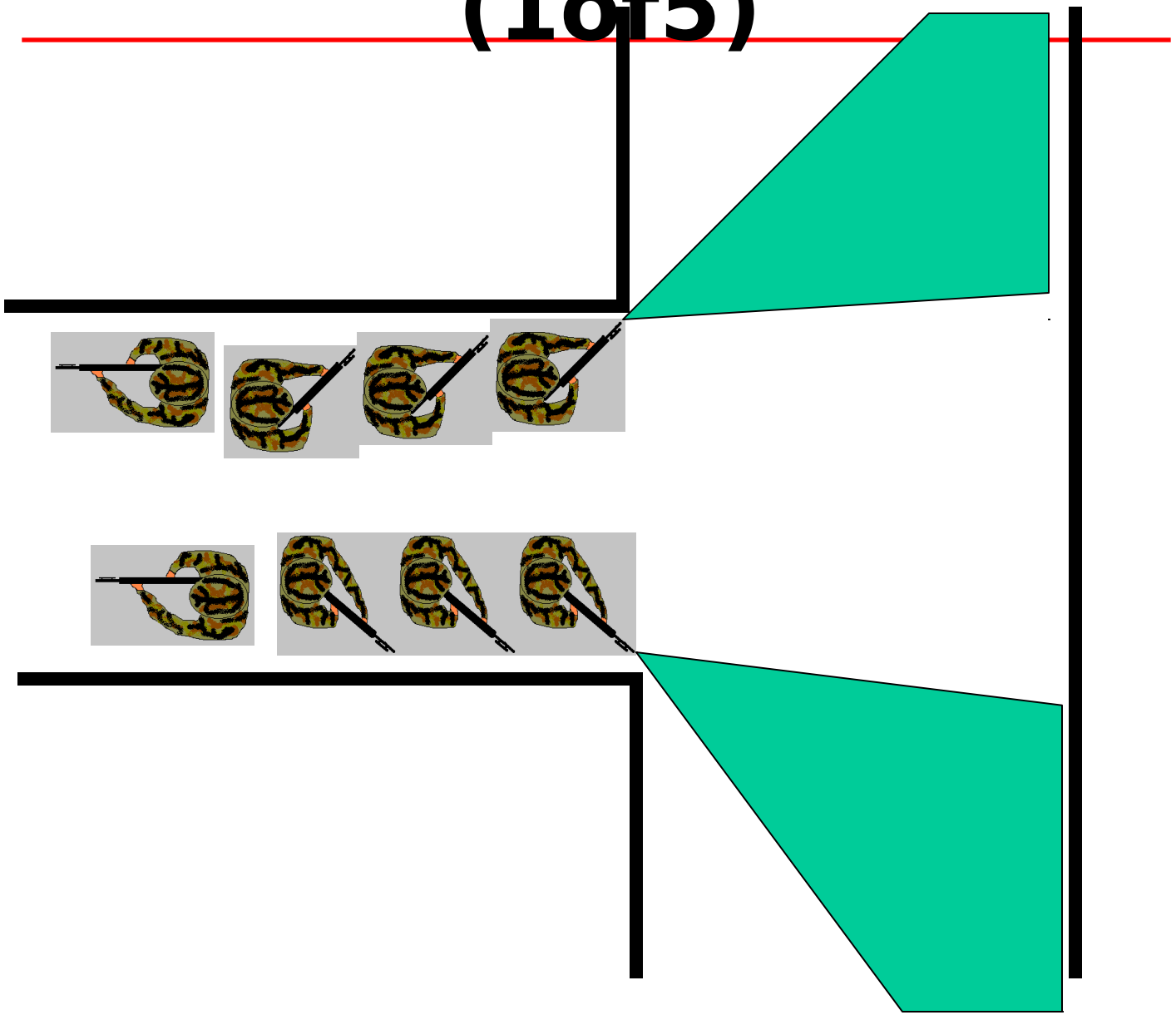


T- Intersections

- T-Shaped Hallways
- Turning Movements

T – Intersections (1of5)



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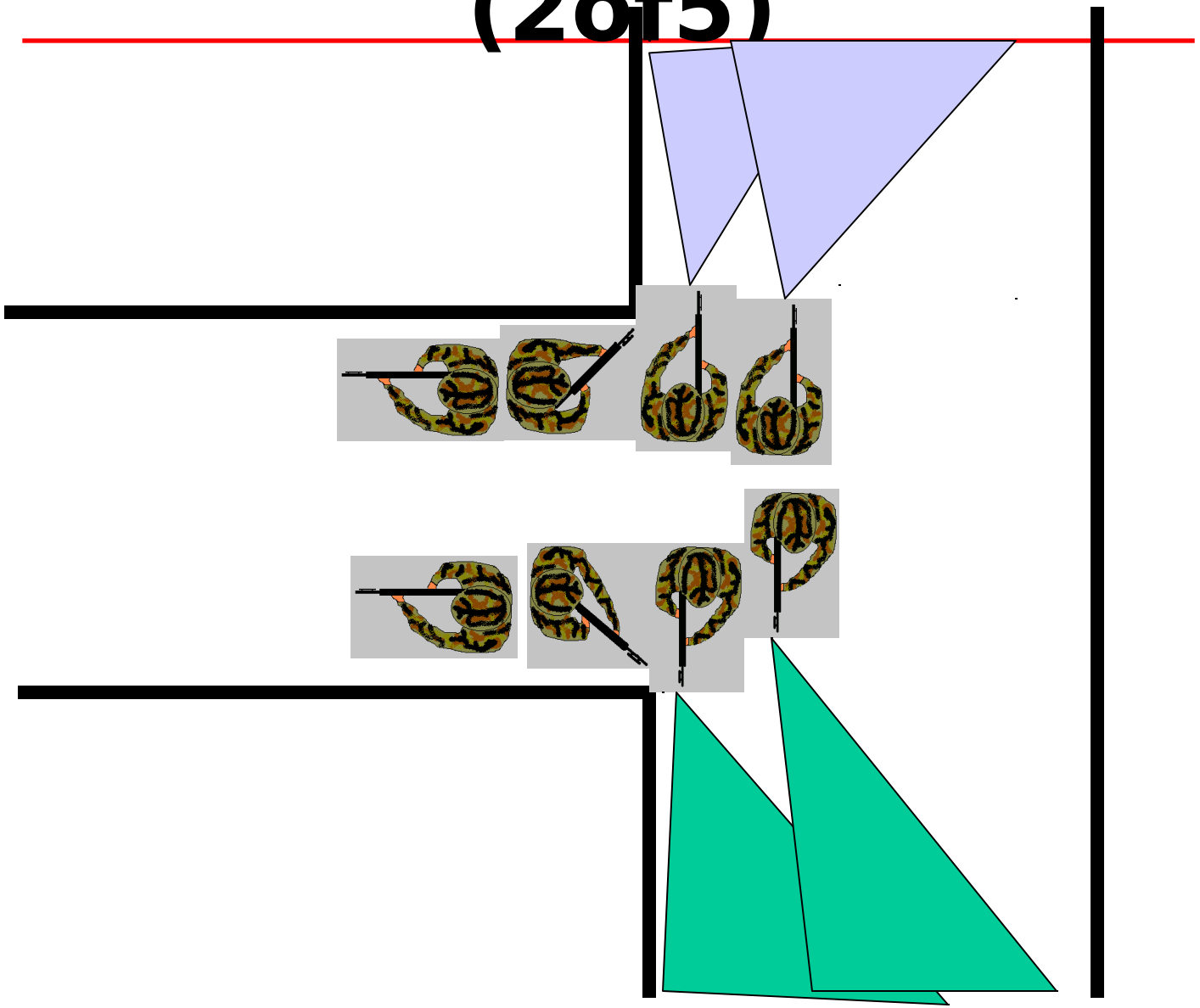

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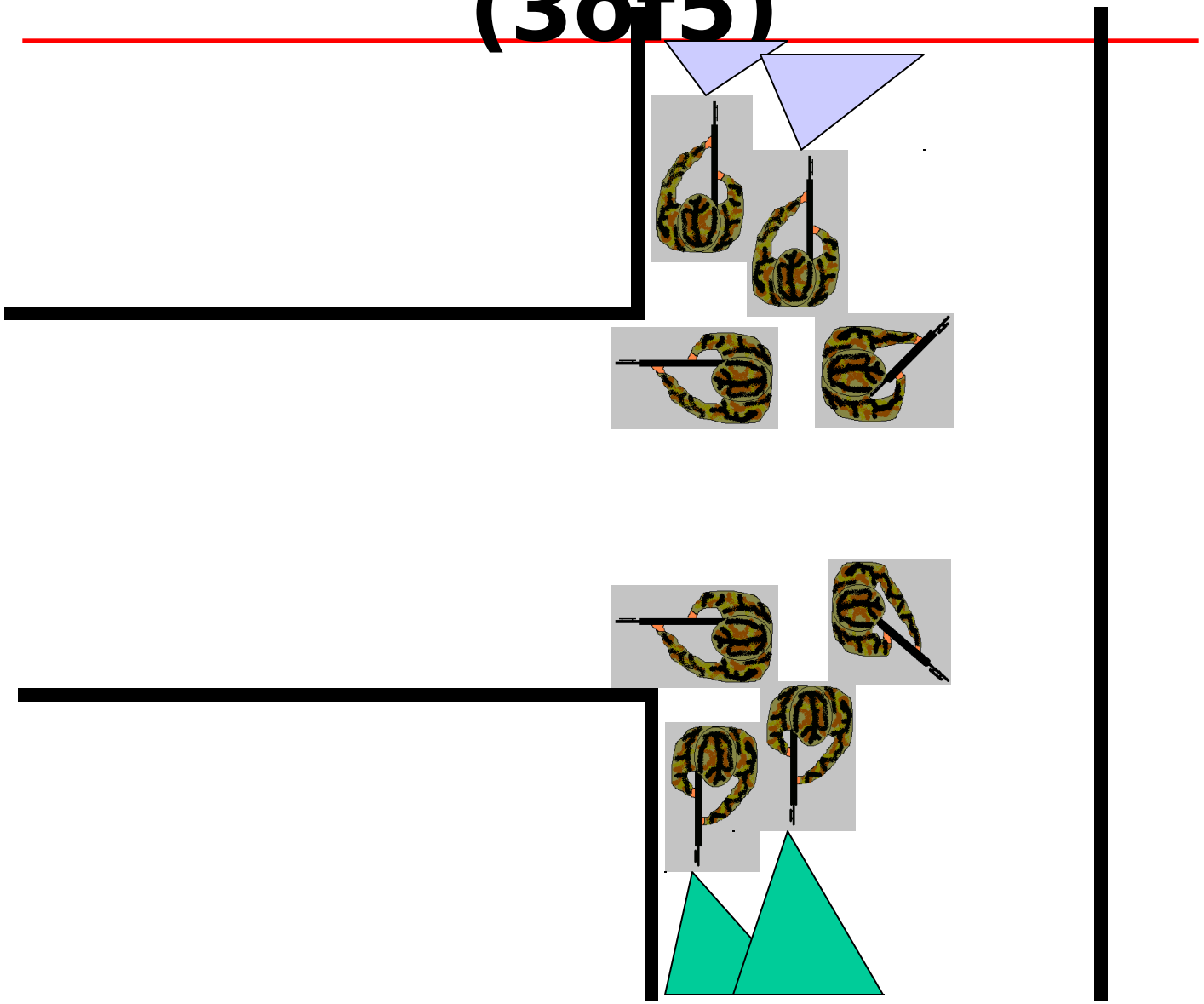

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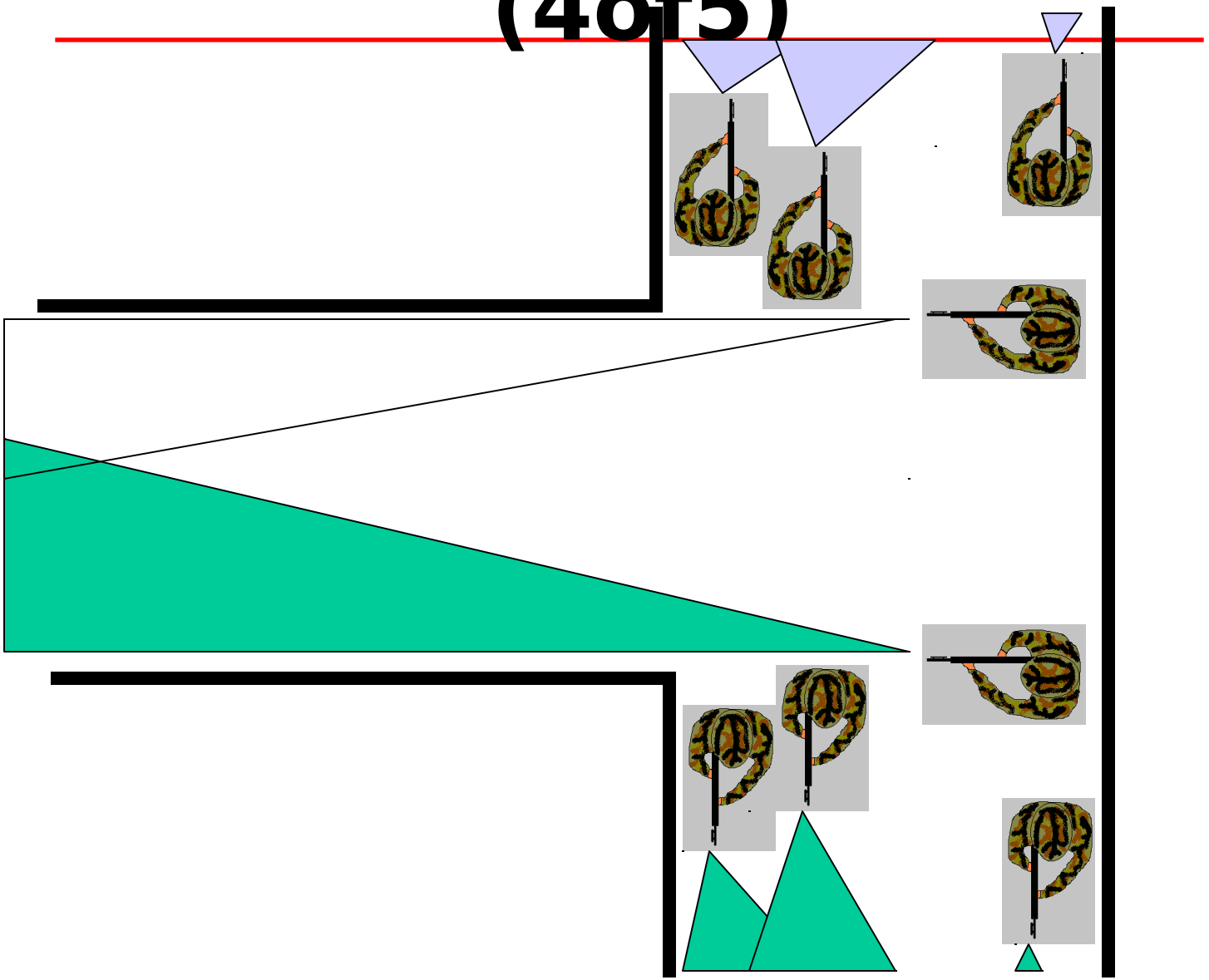

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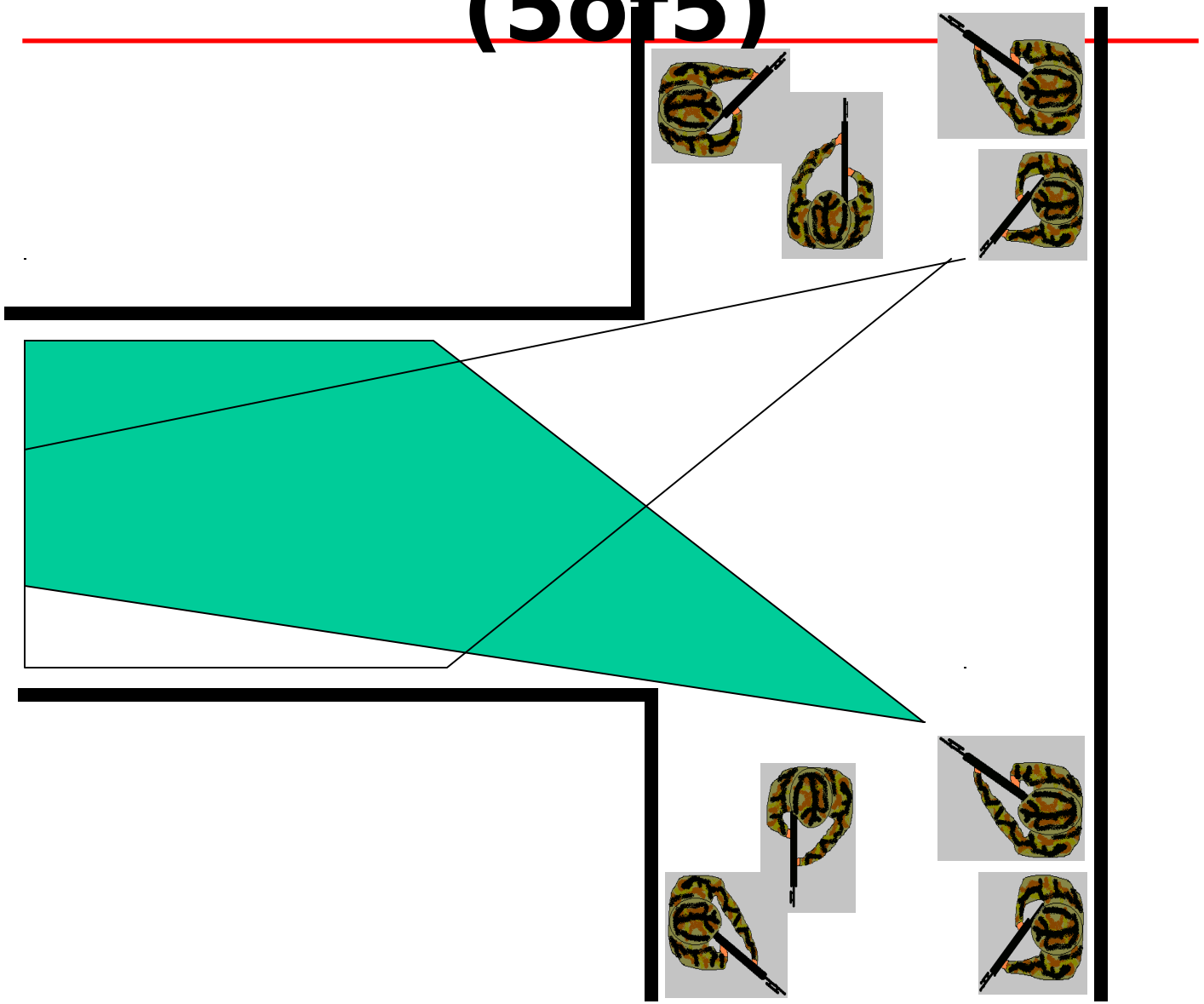
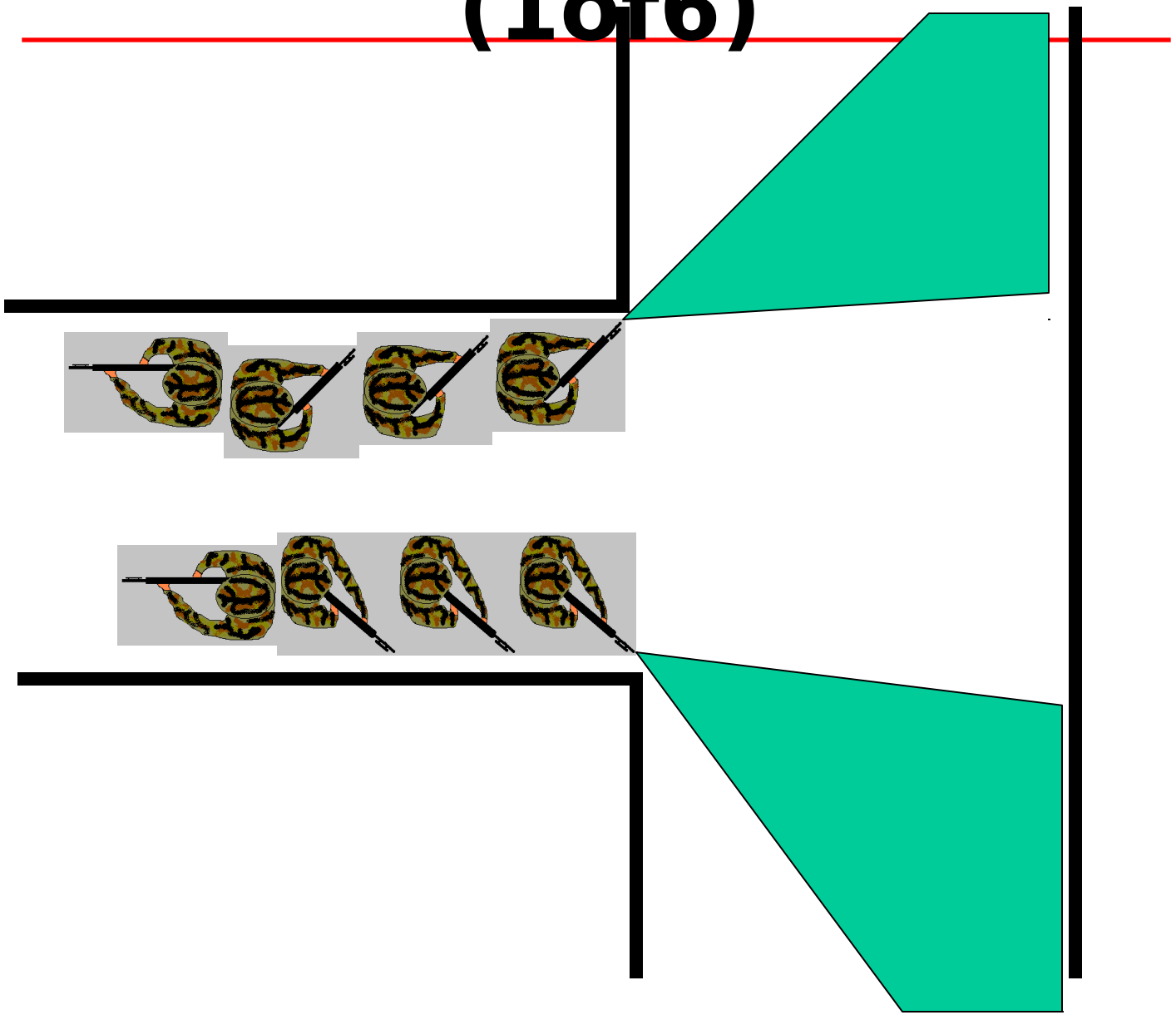


Turning Movement

Turning Movement (1of6)



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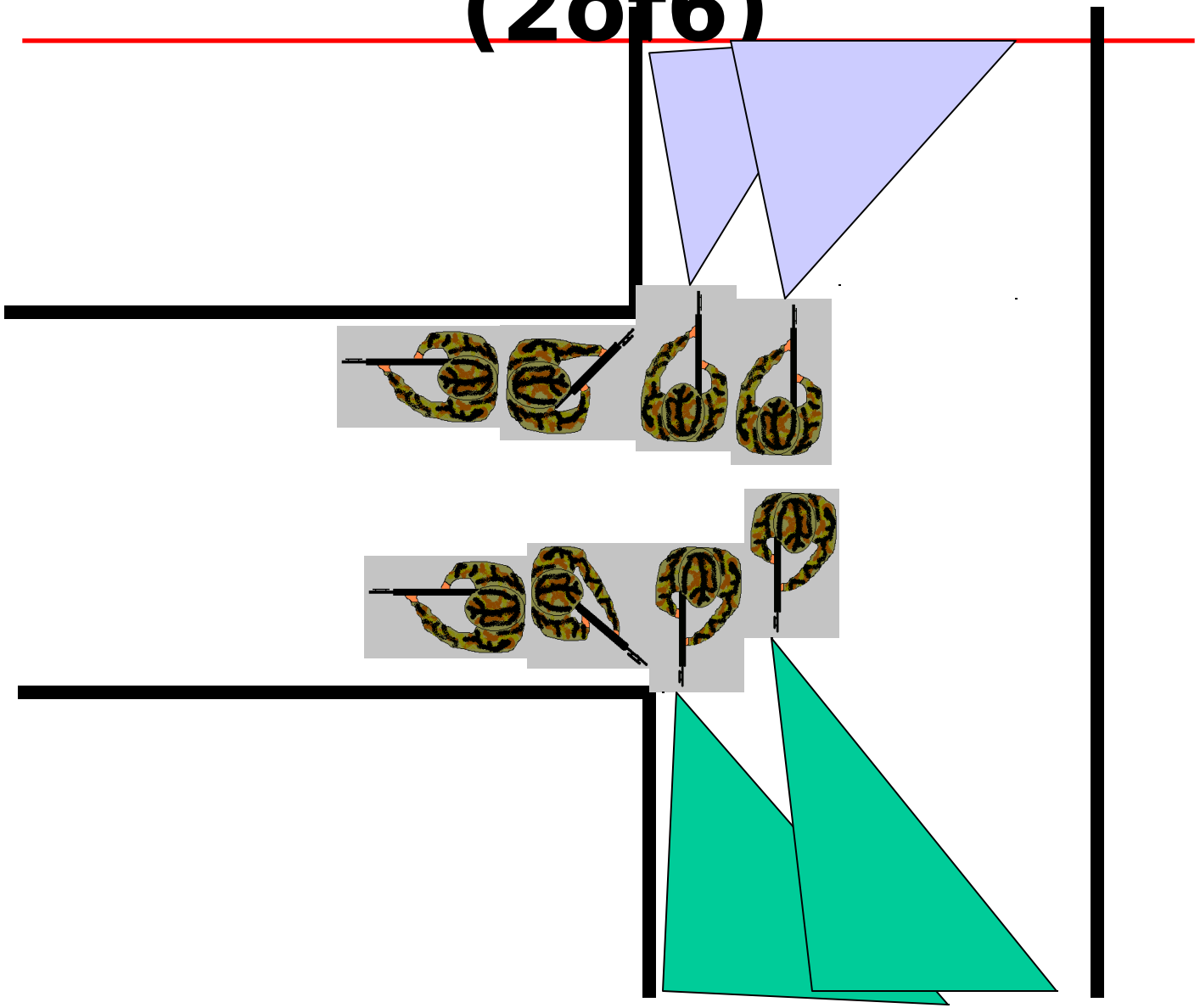
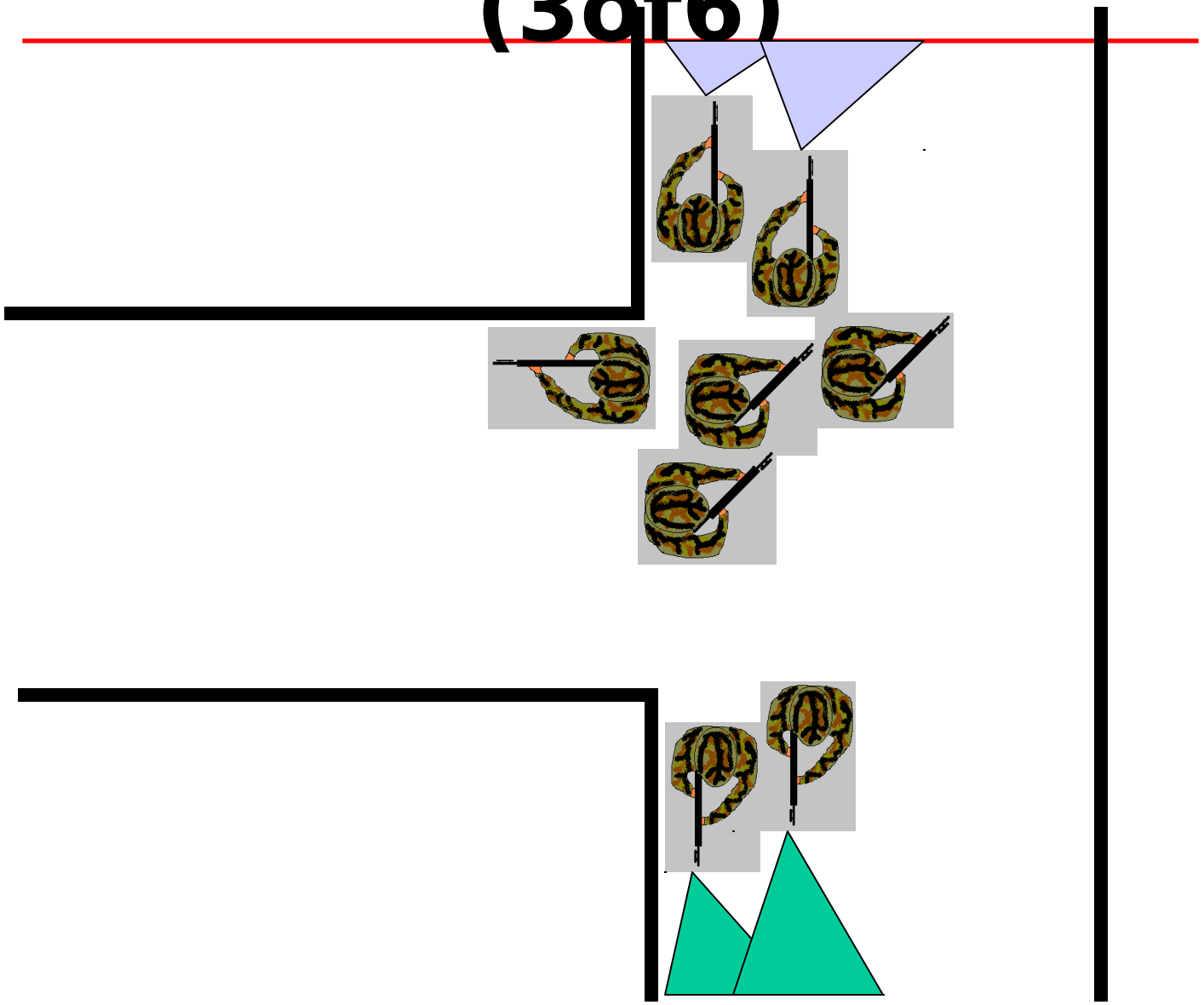
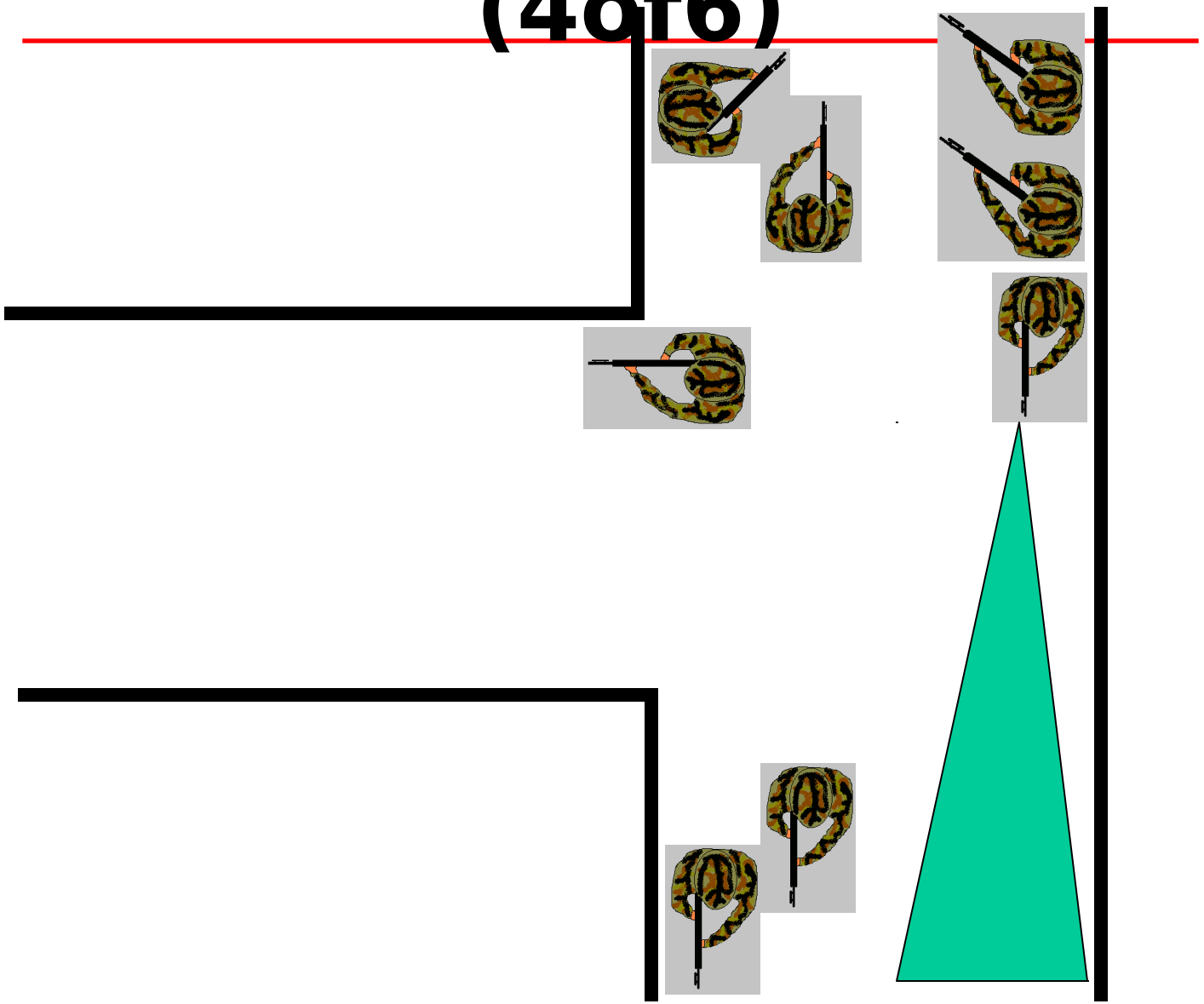


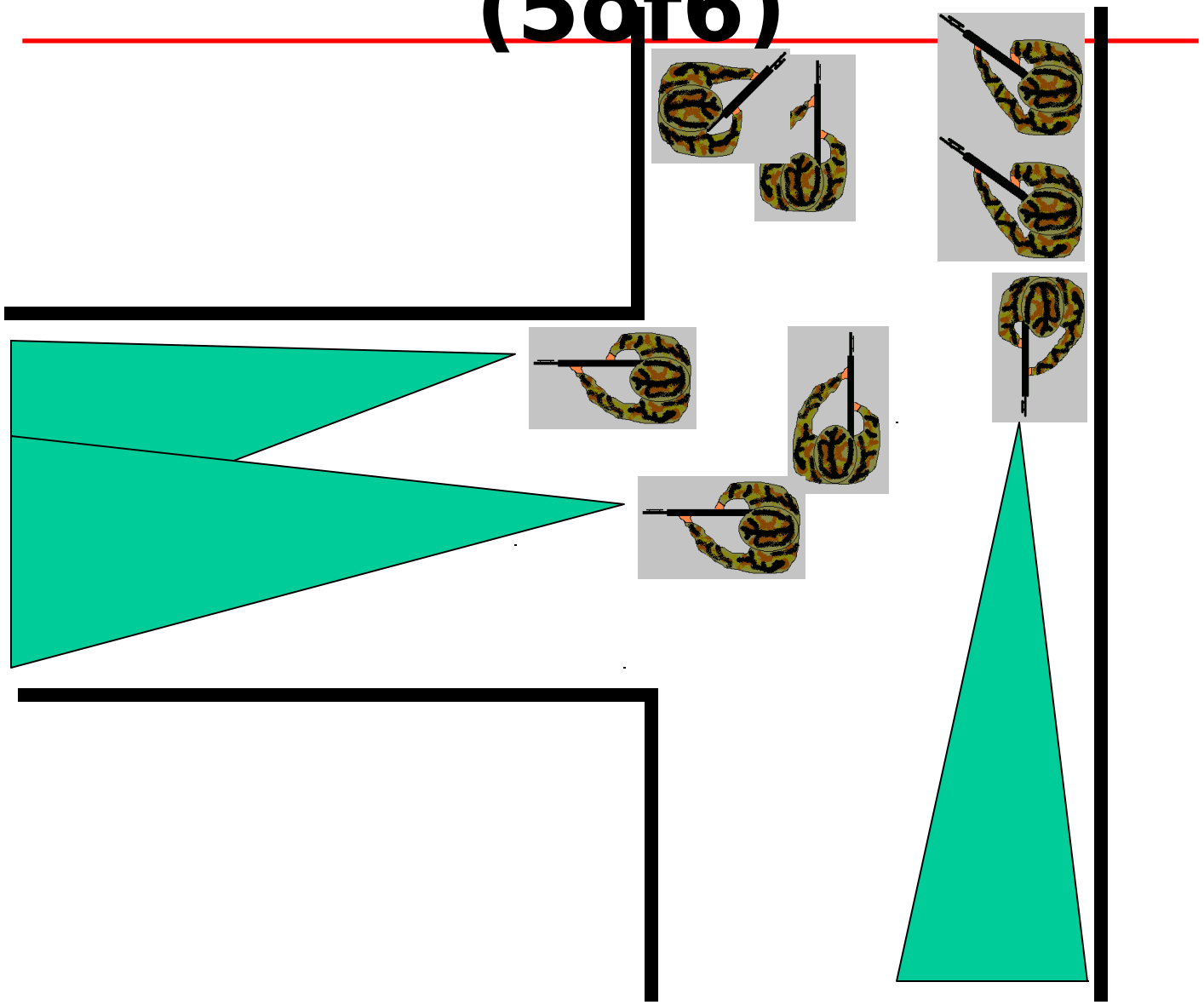
Turning Movement (3of6)



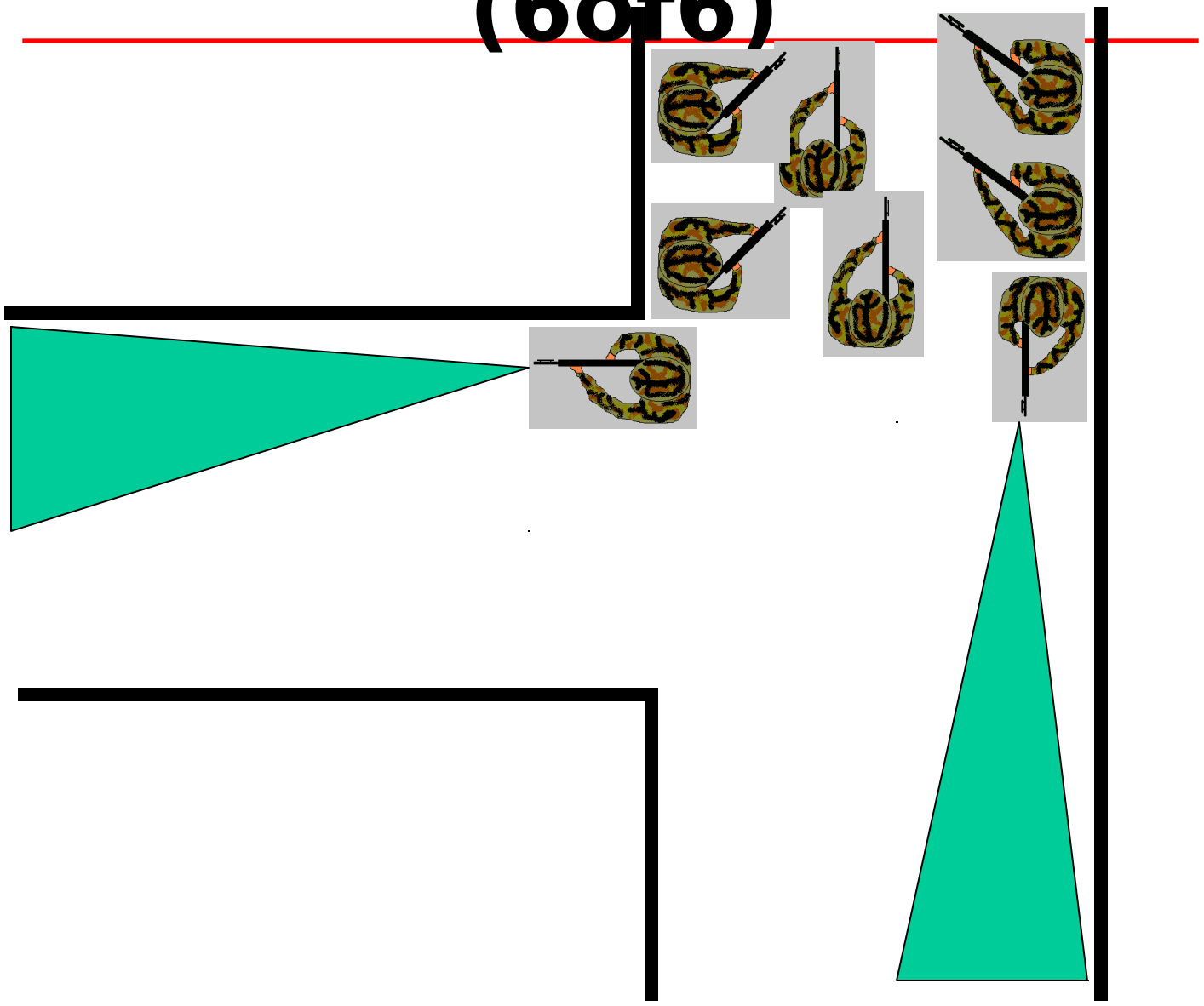
Turning Movement (4of6)



Turning Movement (5of6)



Turning Movement (6of6)



Consolidation and Reorganization

- Resupply and redistribution
- Mark the building
- Assume overwatch
- Treat and evac wounded
- Develop a defensive position
  - If the building is to be occupied for a length of time

Summary

- Squad organization enables effective use of clearing techniques for:
  - Rooms / hallways
- Movement enablers
  - Mouseholes / mousetraps
- Post-contact consolidation
  - Same principles as non-MOUT

Questions